

# PRIMA'S OFFICIAL STRATEGY GUIDE

**COVERS  
ALL PLATFORMS**

# The Sims

TM



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*Prima's Official Strategy Guide*

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## Introduction

If you've played *The Sims* on your PC for the past few years, you're already hooked. There's no need to entice you with a game that never ends, characters that manage their lives with or without you, or powerful building and buying modes that let you create a dream house or dungeon, depending on your mood. You've probably been to your share of Sim parties, lived through more than one love affair, and spent hours sweating your way to washboard abs on the Exerto bench-press exercise machine. Of course, if this is your first exposure to the world of the Sims, you are in for an audiovisual treat of life-changing proportions.

### PLAYING MODES

- + **PLAY THE SIMS: THIS IS YOUR LIFE.** YOUR ONLY LIMITATION IS THE NUMBER OF SIMOLEONS IN YOUR BANK ACCOUNT. HERE, YOU CREATE CHARACTERS, BUY A HOUSE (OR BUILD IT FROM SCRATCH), ACQUIRE OBJECTS, AND PLAY FOR AS LITTLE OR AS LONG AS YOU LIKE—UNLESS YOU INADVERTENTLY KILL YOUR SIM.
- + **GET A LIFE: CREATE A SIM AND LEAD YOUR CHARACTER THROUGH SIX DIFFERENT CHALLENGES.** AS IN PLAY THE SIMS, YOU ARE FREE TO ACT AND REACT ANY WAY YOU LIKE, BUT THERE ARE SPECIFIC OBJECTIVES REQUIRED FOR COMPLETING EACH LEVEL.
- + **MULTIPLAYER: HAND A CONTROLLER TO A FRIEND AND GO HEAD-TO-HEAD IN PLAY THE SIMS MODE OR ONE OF THE EIGHT MULTIPLAYER FORMATS.** IN PLAY THE SIMS, YOUR GAME CAN LAST FOR MONTHS; IF YOU PREFER SHORTER, MORE INTENSE CONFRONTATIONS, CHOOSE ONE OF THE PREDESIGNED SCENARIOS.

In the open-ended world of *The Sims PS2*, there are many ways to fashion a happy, successful life. But as you will find out, there are more ways to crash and burn. This guide offers strategies and tips culled from hundreds of hours of gameplay. Our theories range from highly organized, scientific exercises to absurd experiments covering everything from bladder control to flirting (not at the same time, of course). Here is what to expect in the following pages.

## How to Use This Guide

Our guide is split into three parts: Meet the Sims, Get A Life, and Multiplayer. The first part is a window to your new world, with critical information on how your Sims think and act, and how they relate to each other and the world around them. This is mandatory reading if you want to jump into Play The Sims and create your dream world. Get A Life and Multiplayer cover the other two playing modes, with specific strategies geared to meeting your objectives and completing each level.

The following sections include additional information on the first part, Meet the Sims. Study the following list for a basic review of what is included and why this material is so important to your enjoyment of the game.

### Meet the Sims

- + **Motives—A Sim's Reasons for Living:** If we had to pick the most important section in the book, this would be it. Every decision a Sim makes is based on satisfying one or more of eight motives. In this section, we cover this subject from a Sim's point of view, but also discuss how various objects "advertise" for a Sim's attention.
- + **Friends and Lovers:** Meeting other Sims is critical to career advancement, not to mention having a family. There is an art to nurturing your Sim relationships, and this chapter explains the process in detail.
- + **9 to 5—Climbing the Career Ladder:** There are six career tracks in *The Sims PS2*, with 10 levels of advancement. This chapter includes detailed career tables and valuable tips for moving up through the ranks.
- + **Building a House:** Here we show you how to design, build, and remodel your house. Traffic flow has a major impact on your Sim's ability to satisfy critical motives, so we include tips to keep things moving in the right direction.
- + **Material Sims:** This is a buyer's glossary, with a complete listing of every object in the game.
- + **Survival Tips:** This chapter helps you with life's stickier moments. This is where to come when you can't make friends, get a job promotion, or make your marriage work.
- + **Characters:** *The Sims PS2* includes 29 nonplayer characters. Although you cannot control these characters, their personalities affect how they relate to your Sim.

# MOTIVES:

## A Sim's Reasons for Living

**Achieving or restoring balance in your Sims' lives is all about satisfying eight basic motives. You must also learn how various objects and other Sims positively or negatively influence these motives. And you have to factor in a Sim's personality and skills to determine how easy or difficult it is to satisfy a particular motive.**

### What Is a Motive?

A motive is a need. A Sim fulfills these needs based on internal priorities, or in response to your instructions. If you activate Free Will in the Options menu, your Sims will make more decisions on the fly, without your input. After selecting a motive to fulfill, be it Hunger, Comfort, or Hygiene, a Sim seeks out an object or activity to satisfy the motive and is eventually "rewarded" with motive points. These points raise the corresponding motive score.

#### CAUTION!

**Without Free Will, your Sims depend solely on your input to keep them alive. If you don't tell them to eat, they will starve and, eventually, die.**



The eight motive scores are displayed by pressing **↑** on the D-pad. Numerical values are used behind the scenes to calculate these motives, but for a quick read, you need only look at the color of the bar and, more important, which way the motive score is moving (a pulsing movement on red means the score is moving down; pulsing green means the score is on the way up).

A motive score is considered positive if more than half the bar is green, negative if more than half is red. Internally, the game uses a 200-point system, with positive (green) ratings from 0 to 100 and negative (red) ratings between 0 and -100.

### Mood Rating

For a quick read on your Sim's overall mood, select a character, then look above the picture in the lower left-hand corner of the screen. This display uses four green and red bars. If one or more of the green bars are highlighted, the Sim is in a good mood. Conversely, if one or more of the red bars are highlighted, the Sim is bummed. This is a good way to get a quick update without examining each motive. If the Mood rating deteriorates to three or four red bars, you had better drop what you're doing and issue several instructions to get your Sim back on track.



This Sim is in a rotten mood. But it's nothing that a shower, a little TV time, and a good night's sleep won't cure.

#### NOTE

*In calculating the Mood rating, each of the eight motives is weighted, based on how critical it is to sustaining a Sim's life. Hence, Hunger, Bladder, and Energy, all related to a Sim's physical well-being, carry more weight than other, noncritical motives like Social, Fun, and Room. So, if a Sim is hungry and tired, the overall Mood rating will be low, even if several other motives are high.*



## The Motives

The following sections describe the eight motives, using tables to show you how and why a Sim reacts to different objects in the environment. By recognizing the relationships between motives and objects, you'll understand how a Sim sifts through a perpetual barrage of options.

### NOTE

*Aside from the overall motive weighting system, each Sim suffers different rates of motive depreciation based on personality traits. For example, a playful Sim must have more "rewards" to maintain the Fun motive. Similarly, an outgoing Sim requires more interaction with other Sims to maintain the Social score. For more on personalities, see the Friends and Lovers section.*

## Hunger

A Sim cannot survive for long without food. We cover the details of food preparation in a later section, but for now let's focus on the basics. As long as you have a refrigerator, a Sim can enjoy a snack, quick meal, full meal, or group meal (same as a full meal, except one of the Sims prepares several servings). In addition to preparing food, a Sim with a telephone can order out for pizza or enjoy food gifts from other Sims, like a candy box or fruitcake. The Hunger motive points awarded with each meal are outlined in the following table.



This Sim has a dilemma. After a late party the previous night, he has a full bladder and an empty stomach. The ideal solution is to have his mate prepare breakfast while he makes a pit stop. Then he can enjoy a good meal without having to sprint to the bathroom with his mouth full.

## Hunger Score for Each Meal, Snack, or Gift

Meal Type	Hunger Motive Points
<b>Snack</b>	<b>9</b>
<b>Quick Meal</b>	<b>16</b>
<b>Full Meal</b>	<b>16</b>
<b>Group Meal (per serving)</b>	<b>16</b>
<b>Pizza (per serving)</b>	<b>33</b>
<b>Candy Box (gift)</b>	<b>3 (per serving, 12 servings per box)</b>
<b>Fruitcake (gift)</b>	<b>7 (per slice, 6 slices per box)</b>

## Comfort

Listed below Hunger on the motives panel is Comfort. It is less important than Hunger, but it still contributes to your Sim's mood. Sims like to be comfortable, and they love cushy chairs, oversized sofas, and supportive beds. Spending more money on these objects translates into greater motive rewards. However, if your budget is tight, basic furniture will still satisfy your Sim's comfort needs.



After a wild party, our Sim bids farewell to the last guest. Although he has a relatively high Comfort score, his Energy is just about gone, so he needs to get to bed.

### NOTE

*Comfort and Energy levels are often closely aligned, because they are both replenished by a good night's sleep. However, there is a critical difference. A Sim who lacks comfort can function, while a Sim who is out of energy will fall to the floor sound asleep.*

HUNGER, BLADDER, ENERGY, AND COMFORT ARE THE MOST DEMANDING OF MOTIVES, BECAUSE IF ANY ONE SCORE DROPS BELOW A CERTAIN LEVEL, THE SIM WILL EXIT THE CURRENT ACTIVITY TO REMEDY THE DEFICIT. THE FOLLOWING TABLE LISTS THE EXIT TRIGGERS FOR EACH CATEGORY.

## Mandatory Exit Factors

Motive	Sim Type	Sim Exits Current Interaction When Motive Drops Below
Hunger	Resident	-80
Hunger	Visitor	-40
Bladder	Resident	-85
Bladder	Visitor	-80
Energy	Resident	-80
Energy	Visitor	-70
Comfort	Resident	-90
Comfort	Visitor	-60

## Hygiene

Bad hygiene will never kill a Sim, although it may gross out others in the vicinity. Solving this problem is easy—wash your hands or take a shower. You can also combine Hygiene with other motives. Taking a bath boosts the Hygiene and Comfort scores, while a soak in the hot tub (with friends) rewards the Hygiene, Comfort, Social, and Fun motives.



A neat Sim will wash his hands after using the toilet. However, if your Sim is on the sloppy side, you'll need to assign this task.

### TIP

Showers have a fairly high rate of break-down, so monitor their condition on a regular basis. You must clean sonic showers periodically, or they will not properly function. Take care of this ahead of time, so your Sim will not be delayed when getting ready for work.



This clean sonic shower refreshes our Sim in record time, sending the Hygiene score to the max.

## CAUTION!

The Hygiene score takes a nosedive if a Sim can't get to the bathroom in time. Adding insult to injury, the Sim pees on the floor, which detracts from the Room score and makes a Sim feel lousy.

## Bladder

You can't stop the bladder urge, so don't try, or you'll be cleaning up puddles on a regular basis. Find a bathroom before the Bladder motive bar turns full red. A sloppy Sim creates an additional risk by not regularly flushing the toilet after using it. If you don't issue timely reminders, the toilet could get clogged, causing a major mess and rendering the toilet inoperable until it is cleared.



The race is on as this Sim's Bladder score is in the red. Fortunately, the bathroom is empty, because even the slightest delay at this point would be disastrous.



Another common cause of bladder failure is poor access to the toilet. This can happen if the bathroom is too small and one Sim cannot exit while another Sim stands near the doorway. A wider area around the inside of the doorway alleviates this problem. Also, as your family grows, add an additional bathroom, preferably close to the kitchen and dining room.



This Sim empties his bladder on the floor because his inattentive human failed to pay attention to his Bladder score. After an accident, send your Sim to the bathroom to properly finish the job. Go to the scene of the crime and clean up the mess.

**TOP**

*Pay special attention to the Bladder motive when your Sim spends extra time at the beverage bar, drinks a gallon of coffee, or sips several cups of espresso.*

### Energy



A good night's sleep turns the bar green. This happens at varying rates, depending upon the quality of the mattress, so you can get by on less sleep if you splurge on an expensive bed. If your Sim can't get to the bedroom, or a couch, before the Energy bar turns red, the floor becomes your only option. If this happens, wake your Sim and find the closest bed. A night on the hard floor degrades your Sim's Comfort level to zero, while restoring only partial Energy.



This Sim kid was awakened by her baby sister, and she's not happy about it. Your Sim lets you know when her sleep has been interrupted by stomping the ground, waving her arms in the air, and grabbing the back of her head. To avoid this painful scene, plan your Sim's schedule to accommodate eight hours of sleep.



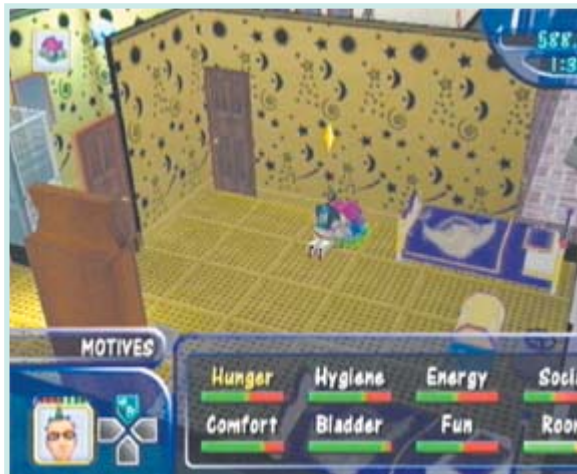
If your Sim stays up too late, a shot of coffee provides a temporary energy boost, although it also fills the bladder at an increased rate. Espresso has a more powerful effect, but it takes longer to consume, which could be a problem if the car pool driver is honking.



## Fun



Sims like to cut loose from the daily grind and have fun, but depending on their personalities, they may prefer different activities. For example, a playful Sim leans toward computer games and pinball machines, while a more serious Sim would rather sit down to a quiet game of chess or spend a few minutes gazing at a painting.



Kids need to have more fun than adults, and the effect of a single play session deteriorates faster than with their older counterparts. Hence, it is a good idea to fill the house with juvenile diversions if you have children.

There are four different types of fun activities: extended, one-time, timed, and endless. The following tables provide additional information, including exit factors, for these pursuits.

**TIP**

*Do not send your Sim to work with a low Fun rating. This will almost guarantee being passed over for a promotion. Also, a Sim with a low Fun rating refuses to work on Career skills.*

## EXTENDED FUN ACTIVITIES



Sims exit the following extended activities after reaching the maximum Fun score for their personality types. Hence, a playful Sim will stay on the basketball court longer than a serious Sim.

- ⊕ Basketball Hoop
- ⊕ Bookshelf (reading)
- ⊕ Computer (playing games)
- ⊕ Dollhouse
- ⊕ Pinball Machine
- ⊕ Play Structure
- ⊕ Stereo
- ⊕ Toy Box
- ⊕ Train Set
- ⊕ TV
- ⊕ VR Headset

## ONE-TIME FUN ACTIVITIES



The following activities raise a Sim's Fun score once with each interaction. It may take several interactions with the same activity for a Sim to reach the maximum Fun level.



### One-Time Fun Activities

Object	Action
Aquarium	Feed or Watch Fish
Baby	Play
Diving Board	Dive into the Pool
Espresso Machine	Drink Espresso
Fountain	View
Painting	View
Sculpture	View

### TIMED (PRESET) FUN ACTIVITIES



Like the one-time activities, a Sim may need to repeat the following activities to achieve maximum Fun points.

- ♣ Chessboard
- ♣ Pool Table



### ENDLESS FUN



- ♣ Hot Tub: A Sim will stay in the tub until Fun, Comfort, Social, and Hygiene numbers reach maximum levels.
- ♣ Swimming Pool: Sims will do laps until another motive takes effect or until you assign them to another activity.

### Social



Sims crave other Sims, especially if they are outgoing. Although they will not die if they don't socialize, it is a good idea to devote a portion of each day to a group activity, even if it is a hot tub session with your mate, a family meal, or a chat with a neighbor.

The following tables cover social outcomes and special interactions between adults and children. For additional information on building relationships, review the next section, Friends and Lovers.

## SOCIAL OUTCOME MODIFIERS

When one Sim communicates with another, several calculations determine the outcome. Factors include age (adult or child), sex, mood, and personality traits, not to mention the current state of their relationship. Also, a Sim with strong social needs (but few friends) may expect more from an encounter with a Sim who also has a full social slate.

### Key

**rel** = relationship

**out** = outgoing

**play** = playful

**ff** = friend flag

**ss** = same sex

**rom** = romance flag

**age** = adult/child

**social** = Social motive value

**vis** = visitor

**budget** = household budget

**nice** = nice personality trait

**body** = body career skill



## Social Outcome Factors

Interaction	Factors That Determine Appearance on the Menu	Factors That Determine Outcome
Cheer Up	ff, mood (of friend), nice	rel
Kiss	ss, mood, rel, age	rel, mood, ss
Dance	age, mood, out, rel	rel, out, mood
Back Rub	age, nice, mood, rel, out, ss	rel, out, ss
Flirt	age, social, ss, out, mood, rel, rom	rel, mood, ss
Gift	vis, budget, nice, mood, rel	rel, mood
Hug	age, out, mood, rel, ss	rel, out, mood, ss
Entertain	social, out, play, mood, rel	play, rel
Compliment	age, nice, out, mood, rel	rel, mood
Joke	play, mood, rel	play, mood, rel
Talk	mood, rel,	out topics match
Brag	nice, out, social, rel	rel, mood
Tease	nice, mood, rel	rel, mood
Tickle	social, out, play, active, mood, rel	rel, play
Insult	nice, mood, rel	nice
Slap	age, nice, mood, rel	nice, mood
Apologize	rel	mood
Scare	nice, mood, play, rel	play, mood
Attack	age, nice, mood, rel	body



### Adult-Child Interactions

Action	Adult to Adult	Kid to Kid	Adult to Kid	Kid to Adult
Kiss	X	-	-	-
Hug	X	X	X	X
Flirt	X	-	-	-
Give Back Rub	X	-	-	-
Compliment	X	-	-	-
Cheer Up	X	X	X	X
Dance	X	-	-	-
Entertain	X	X	X	X
Give Gift	X	X	X	X
Joke	X	X	X	X
Talk	X	X	X	X
Call Over	X	X	X	X
Tickle	X	X	X	X
Brag	X	X	X	X
Insult	X	X	X	X
Slap	X	-	-	-
Scare	X	X	X	X
Tease	X	X	X	X
Attack	X	X	-	-
Apologize	X	-	-	-
Tag	-	X	-	-
Say Goodbye	X	X	X	-

### Room



This combined rating analyzes the design and contents of the current room and translates them into a Room score. Of all the motives, Room is the least important. However, if you love your Sim, create the best possible environment. The most important contributing factors to Room score are:

- ⌘ Light: Sims hate dark rooms, so fill your house with sunlight (windows and paned doors), lamps, and wall lights.
- ⌘ Room Size: Don't cram your Sims into tiny rooms.
- ⌘ Corners: Sims love corners.
- ⌘ Dirty Plates and Trash: Hiring a maid is the best way to keep trash under control, but don't hesitate to pick up, especially if you have guests.
- ⌘ Spills: Kids leave puddles of water on the floor after a shower. Sometimes they clean up, but more often than not, they'd rather play.
- ⌘ State of Repair: Any items that are not functioning properly detract from the Room score (see list here).

## NEGATIVE IMPACT ON ROOM SCORE

- ⊕ Trash
- ⊕ Floods
- ⊕ Dirty Plates
- ⊕ Meals with Flies
- ⊕ Full Trash Cans/Compactors
- ⊕ Dead Plants
- ⊕ Puddle or Ash Pile
- ⊕ Dead Fish in Aquarium
- ⊕ Dirty Objects (shower, toilet, tub)

The following table lists the positive or negative value of every object in *The Sims*. For easy reference, this list is in alphabetical order, by generic name. For example, Poseidon's Adventure Aquarium is listed as Aquarium. A complete list of objects as they appear on the Buy menus is included in the Material Sims section.



## Room Score

Object	State/Type	Room Score
<b>Aquarium</b>	<b>Fish Alive</b>	<b>25</b>
-	<b>Dirty</b>	<b>-25</b>
-	<b>Dirty and/or Dead</b>	<b>-50</b>
<b>Ash</b>	<b>N/A</b>	<b>-10</b>
<b>Bar</b>	<b>N/A</b>	<b>20</b>
<b>Beach Simulator</b>	<b>Complete</b>	<b>N/A</b>
-	<b>Failure</b>	<b>N/A</b>
<b>Bed</b>	<b>Unmade (any bed)</b>	<b>-10</b>
-	<b>Made Mission</b>	<b>30</b>
-	<b>Made (other than Mission)</b>	<b>10</b>
<b>Chair</b>	<b>Empress</b>	<b>10</b>
<b>Clock (grandfather)</b>	<b>N/A</b>	<b>50</b>
<b>Computer</b>	<b>Broken</b>	<b>-25</b>
<b>Counter</b>	<b>Barcelona</b>	<b>15</b>
<b>Desk</b>	<b>Redmond</b>	<b>15</b>
<b>Dresser</b>	<b>Antique Armoire</b>	<b>20</b>
-	<b>Oak Armoire</b>	<b>10</b>
<b>Fire</b>	<b>N/A</b>	<b>-100</b>
<b>Fireplace</b>	<b>Bostonian (no fire)</b>	<b>10</b>
-	<b>Bostonian (w/fire)</b>	<b>45</b>
-	<b>Modesto (no fire)</b>	<b>5</b>
-	<b>Modesto (w/fire)</b>	<b>30</b>
<b>Flamingo</b>	<b>N/A</b>	<b>10</b>
<b>Flood</b>	<b>N/A</b>	<b>-25</b>
<b>Flowers (outdoor)</b>	<b>Healthy</b>	<b>20</b>
-	<b>Dead</b>	<b>-20</b>
<b>Flowers/Plants (indoor)</b>	<b>Healthy</b>	<b>10</b>
-	<b>Wilted</b>	<b>0</b>
-	<b>Dead</b>	<b>-10</b>
<b>Food</b>	<b>Snack (spoiled)</b>	<b>-15</b>





Object	State/Type	Room Score
-	<b>Fruitcake (empty plate)</b>	<b>-5</b>
-	<b>BBQ Group Meal (spoiled)</b>	<b>-20</b>
-	<b>BBQ Single Meal (spoiled)</b>	<b>-15</b>
-	<b>Empty Plate</b>	<b>-10</b>
-	<b>Pizza Slice (spoiled)</b>	<b>-10</b>
-	<b>Pizza Box (spoiled)</b>	<b>-25</b>
-	<b>Candy Box (spoiled)</b>	<b>-5</b>
-	<b>Group Meal (spoiled)</b>	<b>-20</b>
-	<b>Full Meal (spoiled)</b>	<b>-25</b>
-	<b>Quick Meal (spoiled)</b>	<b>-20</b>
<b>Fountain</b>	<b>N/A</b>	<b>25</b>
<b>Flowers (gift)</b>	<b>Dead</b>	<b>-10</b>
-	<b>Alive</b>	<b>20</b>
<b>Lamp</b>	<b>Not Broken</b>	<b>10</b>
<b>Newspaper</b>	<b>Old Newspapers</b>	<b>-20</b>
<b>Piano</b>	<b>N/A</b>	<b>30</b>
<b>Pinball Machine</b>	<b>Broken</b>	<b>-15</b>
<b>Shower</b>	<b>Broken</b>	<b>-15</b>
<b>Sofa (Deiter)</b>	<b>N/A</b>	<b>20</b>
<b>Sonic Shower</b>	<b>N/A</b>	<b>N/A</b>
<b>Sprinkler</b>	<b>On</b>	<b>N/A</b>
<b>Stereo</b>	<b>Strings</b>	<b>25</b>
<b>Strip Poker Table</b>	<b>N/A</b>	<b>N/A</b>
<b>Table</b>	<b>Mesa</b>	<b>15</b>
<b>Teppanyaki Table</b>	<b>N/A</b>	<b>N/A</b>
<b>Toilet</b>	<b>Clogged</b>	<b>-10</b>
<b>Train Set</b>	<b>Small</b>	<b>25</b>
<b>Trash Can (inside)</b>	<b>Full</b>	<b>-20</b>
<b>Trash Compactor</b>	<b>Full</b>	<b>-25</b>
<b>Trash Pile</b>	<b>N/A</b>	<b>-20</b>
<b>Treadmill</b>	<b>N/A</b>	<b>N/A</b>
<b>Tree Swing</b>	<b>N/A</b>	<b>N/A</b>
<b>TV</b>	<b>Soma</b>	<b>20</b>
-	<b>Broken (any TV)</b>	<b>-15</b>

## Object Advertising Values

Sims receive motive rewards when they select an activity. If you are in complete control of your Sims (Free Will is off), you determine their choices. However, with Free Will on, Sims constantly poll their surroundings to compare which objects are "advertising" the most attractive rewards. The following table includes a motive profile of every object in *The Sims*. As in the previous Room Score table, the objects are listed by generic name.

## Object Advertising Values

Object Type	Possible Interactions	Object Variations	Advertised Motive	Advertised Value	Personality Trait Modifier	Reduced Effects (over distance)
Aquarium	Clean & Restock	N/A	Room	30	Neat	Medium
-	Feed Fish	N/A	Room	10	Nice	High
-	-	Fun		10	Playful	High
-	Watch Fish	N/A	Fun	10	Playful	High
Ash	Sweep Up	N/A	Energy	23	N/A	Medium
-	-	N/A	Room	50	Neat	Medium
Baby	Play	N/A	Fun	50	Playful	Medium
Bar	Have Drink	N/A	Room	30	N/A	Low
-	Grill	Barbecue	Energy	-10	N/A	Low
-	-	-	Hunger	40	Cooking	Low
Basketball Hoop	Join	N/A	Fun	30	Active	High
-	-	N/A	Social	20	N/A	Medium
-	-	N/A	Energy	-20	N/A	Medium
-	Play	Fun		30	Active	High
-	-	Energy		-20	N/A	High
Beach Simulator	Play (child initiator)	N/A	Fun	N/A	Playful	None
Bed	Make Bed	All Beds	Room	25	Neat	High
-	Sleep	Double Bed (Cheap Eaze)	Energy	65	N/A	None
-	-	Double Bed (Napoleon)	Energy	67	N/A	None
-	-	Double Bed (Mission)	Energy	70	N/A	None
-	-	Single Bed (Spartan)	Energy	60	N/A	None
-	-	Single Bed (Tyke Nyte)	Energy	63	N/A	None
-	Tuck in Kid	All Beds	Energy	160	Nice	None
Bookshelf	Read a Book	Bookshelf (Pine)	Fun	10	Serious	High
-	-	Bookshelf (Amishim)	Fun	20	Serious	High
-	-	Bookshelf (Libri di Regina)	Fun	30	Serious	High
Chair (living room)	-	Country Class	Comfort	20	N/A	Medium
-	-	Citronel	Comfort	20	N/A	Medium
-	-	Sarrbach	Comfort	20	N/A	Medium
Chair (dining room)	Sit	Werkbunnst	Comfort	25	N/A	Medium
-	-	Empress	Comfort	25	N/A	Medium
Chair (office/deck)	Sit	Office Chair	Comfort	20	N/A	Medium
-	-	Deck Chair	Comfort	20	N/A	Medium
Chair (recliner)	Nap	Both Recliners	Energy	15	Lazy	High





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Object Type	Possible Interactions	Object Variations	Advertised Motive	Advertised Value	Personality Trait Modifier	Reduced Effects (over distance)
-	-	Both Recliners	Comfort	20	Lazy	Medium
-	Sit	Both Recliners	Comfort	30	Lazy	Medium
Chess	Join	Chess Set	Fun	40	Outgoing	High
-	-	-	Social	40	N/A	Medium
-	Play	-	Fun	35	Serious	High
Clock (grandfather)	Wind	N/A	Room	40	Neat	High
Coffee Espresso Machine	Drink Espresso	N/A	Energy	115	N/A	Medium
-	-	N/A	Fun	10	N/A	High
-	-	N/A	Bladder	-10	N/A	High
Coffeemaker	Drink Coffee	N/A	Bladder	-5	N/A	High
-	-	N/A	Energy	115	N/A	Medium
Computer	Play	Moneywell	Fun	30	Playful	High
-	-	Microscotch	Fun	35	Playful	High
-	-	Marco	Fun	50	Playful	High
-	Turn Off	All Computers	Energy	220	Neat	Medium
Dollhouse	Play	N/A	Fun	30	Playful	High
-	Watch	N/A	Fun	30	Playful	Medium
-	-	N/A	Social	30	N/A	Medium
Easel	Paint	N/A	Fun	20	N/A	High
Flamingo	Kick	N/A	Mood	15	Grouchy	High
-	View	N/A	Fun	10	Playful	High
Flood	Clean	N/A	Room	80	Neat	High
Flowers (outdoor)	Stomp On	N/A	Mood	10	Grouchy	High
-	Water	N/A	Room	20	Neat	Medium
Flowers/Plants (indoor)	Throw Out	N/A	Room	50	Neat	Medium
-	Water	N/A	Room	25	Neat	Medium
Food	Clean	All Meal/Snack Types	Room	20	Neat	Medium
-	Prepare and Eat	BBQ Group Meal	Hunger	90	N/A	Low
-	-	BBQ Single Meal	Hunger	80	N/A	Low
-	-	Candy Box	Hunger	30	N/A	Low
-	-	Fruitcake (group meal)	Hunger	30	N/A	Low
-	-	Fruitcake (slice)	Hunger	80	N/A	Low
-	-	Quick Meal	Hunger	80	N/A	Low
-	-	Pizza	Hunger	90	N/A	Low
-	-	Pizza Slice	Hunger	80	N/A	Low
-	-	Regular Group Meal	Hunger	90	N/A	Low
-	-	Regular Single Meal	Hunger	80	N/A	Low
-	-	Snack	Hunger	25	N/A	Low
Fountain	Play	N/A	Fun	10	Shy	High
Refrigerator	Have Meal	All Fridges	Hunger	65	N/A	Low

Object Type	Possible Interactions	Object Variations	Advertised Motive	Advertised Value	Personality Trait Modifier	Reduced Effects (over distance)
-	Have Snack	Llamarck	Hunger	20	N/A	Low
-	-	Porcina	Hunger	30	N/A	Low
-	-	Freeze Secret	Hunger	40	N/A	Low
-	Have Quick Meal	All Fridges	Hunger	55	N/A	Low
-	Serve Meal	All Fridges	Hunger	70	Cooking	Low
-	-	All Fridges	Energy	-10	N/A	Low
Gift (flowers)	Clean	N/A	Room	30	Neat	Medium
Hot Tub	Get In	N/A	Fun	45	Lazy	High
-	-	N/A	Comfort	50	N/A	High
-	-	N/A	Social	25	Outgoing	Medium
-	-	N/A	Hygiene	5	N/A	Medium
-	Join	N/A	Comfort	30	N/A	Low
-	-	N/A	Fun	50	Outgoing	Low
-	-	N/A	Social	50	N/A	Low
-	-	N/A	Hygiene	5	N/A	Medium
Lava Lamp	Turn On	N/A	Room	5	N/A	High
-	-	N/A	Fun	5	N/A	High
Mailbox	Get Mail	N/A	Comfort	10	N/A	High
-	-	N/A	Hunger	10	N/A	High
-	-	N/A	Hygiene	10	N/A	High
-	-	N/A	Room	10	N/A	High
Medicine Cabinet	Brush Teeth	N/A	Hygiene	25	Neat	Medium
Newspaper	Clean Up	N/A	Room	50	Neat	Medium
-	Read	N/A	Fun	5	Serious	High
Painting	View	N/A	Fun	5	Serious	High
Phone	Answer	N/A	Fun	50	N/A	Medium
-	-	N/A	Comfort	50	N/A	Medium
-	-	N/A	Social	50	N/A	Medium
Piano	Play	N/A	Fun	40	Strong Creativity	High
-	Watch	N/A	Fun	70	N/A	Medium
-	-	[N/A]	Social	10	N/A	Medium
Pinball Machine	Join	N/A	Fun	50	N/A	Medium
-	-	N/A	Social	30	N/A	Medium
-	Play	N/A	Fun	40	Playful	High
Play Structure	Join	N/A	Fun	60	Playful	Medium
-	-	N/A	Social	40	N/A	Medium
-	Play	N/A	Fun	60	Playful	Medium
Pool Diving Board	Dive In	N/A	Fun	35	Active	High
-	-	N/A	Energy	-10	N/A	High
Pool Table	Join	N/A	Fun	50	Playful	Low
-	-	N/A	Social	40	N/A	Low
-	Play	N/A	Fun	45	Playful	High
Sculpture	View	Scylla and Charybdis	Fun	6	Serious	High
-	-	Bust of Athena	Fun	5	Serious	High
-	-	Large Black Slab	Fun	8	Serious	High
-	-	China Vase	Fun	7	Serious	High





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Object Type	Possible Interactions	Object Variations	Advertised Motive	Advertised Value	Personality Trait Modifier	Reduced Effects (over distance)
Shower	Clean	N/A	Room	20	Neat	High
–	Take a Shower	N/A	Hygiene	50	Neat	Medium
Sink	Wash Hands	N/A	Hygiene	10	Neat	High
Sofa/Loveseat	Nap	All Sofas/Loveseats	Energy	40	Lazy	High
–	–	All Sofas/Loveseats	Comfort	5	Lazy	High
–	Sit	All Sofas/Loveseats	Comfort	30	Lazy	Medium
–	–	Garden Bench	Comfort	30	Lazy	Medium
Sprinkler	Play	N/A	Fun	N/A	Playful	High
Stereo	Dance	Boom Box	Social	40	Outgoing	High
–	–	–	Fun	50	Active	High
–	–	Zimantz Hi-Fi	Social	50	Outgoing	High
–	–	–	Fun	60	Active	High
–	–	Strings Theory	Social	60	Outgoing	High
–	–	Strings Theory	Fun	70	Active	High
–	Join	Boom Box	Social	40	Outgoing	Low
–	–	–	Fun	40	Outgoing	Low
–	–	Zimantz Hi-Fi	Social	50	Outgoing	Low
–	–	–	Fun	40	Outgoing	Low
–	–	Strings Theory	Social	60	Outgoing	Low
–	–	–	Fun	40	Outgoing	Low
–	Turn Off	All Stereos	Energy	220	Neat	Medium
–	Turn On	Boom Box	Fun	25	Playful	High
–	–	Zimantz Hi-Fi	Fun	25	Playful	High
–	–	Strings Theory	Fun	30	Playful	High
Strip Poker Table	Play cards	N/A	N/A	N/A	Playful, Outgoing	None
Teppanyaki Table (when in use)	Cook	N/A	Hunger, Fun, Social	N/A	N/A	None
Toilet	Clean	Both Toilets	Room	40	Neat	High
–	Flush	Hygeia-O-Matic	Room	30	Neat	High
–	Unclog	Both Toilets	Room	50	Neat	High
–	Use	Hygeia-O-Matic	Bladder	50	N/A	Low
–	–	Flush Force	Bladder	70	N/A	Low
Tombstone/Urn	Mourn (first 24 hours)	N/A	Bladder	5	N/A	Low
–	–	N/A	Comfort	50	N/A	Low
–	–	N/A	Energy	5	N/A	Low
–	–	N/A	Fun	50	N/A	Low
–	–	N/A	Hunger	5	N/A	Low
–	–	N/A	Hygiene	50	N/A	Low
–	–	N/A	Social	50	N/A	Low
–	–	N/A	Room	50	N/A	Low
–	Mourn (second 48 hours)	N/A	Bladder	0	N/A	Low
–	–	N/A	Comfort	30	N/A	Low

Object Type	Possible Interactions	Object Variations	Advertised Motive	Advertised Value	Personality Trait Modifier	Reduced Effects (over distance)
-	-	N/A	Energy	0	N/A	Low
-	-	N/A	Fun	30	N/A	Low
-	-	N/A	Hunger	0	N/A	Low
-	-	N/A	Hygiene	30	N/A	Low
-	-	N/A	Social	30	N/A	Low
-	-	N/A	Room	30	N/A	Low
Toy Box	Play	N/A	Fun	55	Playful	Medium
Train Set (Large)	Play	N/A	Fun	40	N/A	Medium
-	Watch	N/A	Fun	40	N/A	Low
-	-	N/A	Social	40	N/A	Low
Train Set (Small)	Play	N/A	Fun	45	Playful	Medium
-	Watch	N/A	Fun	20	N/A	Medium
-	-	N/A	Social	30	N/A	Medium
Trash Can (inside)	Empty Trash	N/A	Room	30	Neat	Medium
Trash Compactor	Empty Trash	N/A	Room	30	N/A	High
Trash Pile	Clean	N/A	Trash Pile Room	75	Neat	Medium
Bathtub	Clean	All Tubs	Room	20	Neat	High
-	Bathe	Justa	Hygiene	50	Neat	Medium
-	-	Justa	Comfort	20	N/A	Medium
-	-	Sani-Queen	Hygiene	60	Neat	Medium
-	-	Sani-Queen	Comfort	25	N/A	Medium
-	-	Hydrothera	Hygiene	70	Neat	Medium
-	-	Hydrothera	Comfort	30	N/A	Medium
Treadmill	Exercise	Walk, Jog, or Run	N/A	N/A	Active	None
Tree Swing	Swing	One or Two Can Swing	Fun, Social (if occupied)	N/A	Playful	None
TV	Join	Monochrome	Fun	20	Lazy	High
-	-	Trottco	Fun	30	Lazy	High
-	-	Soma Plasma	Fun	45	Lazy	High
-	Turn Off	All TVs	Energy	220	Neat	Medium
-	Turn On	Monochrome	Fun	18	Lazy	High
-	-	Trottco	Fun	35	Lazy	High
-	-	Soma Plasma	Fun	49	Lazy	High
-	Watch TV	Monochrome	Fun	18	Lazy	High
-	-	Trottco	Fun	28	Lazy	High
-	-	Soma Plasma	Fun	42	Lazy	High
VR Glasses	Play	N/A	Fun	60	Playful	High





When you get beyond the dark attraction of watching Sims slapping their rivals or insulting their friends, you realize that relationships are important to your Sims. You need friends to advance along your Sim's chosen career path, and if you want little Sims running around, you must master the art of meeting, courting, and marrying another Sim. This chapter introduces you to the world of relationships, covering the possible events that occur when two Sims come together verbally or physically.

After outlining the ground rules, we advance into the art of relationship building, taking you from the single life to being married with children. We provide tips for maintaining your relationships and expanding your circle of friends as you climb to the top of your career. But before we teach you how to interact with other Sims, let's examine the range of personalities in the game.

## What's Your Sim Sign?

When you create a Sim from scratch, you have 25 points to distribute over five personality traits: neat, outgoing, active, playful, and nice. Whether we admit it or not, all of us want to be balanced people (or Sims). But alas, it's not possible with 25 personality points. Something's got to give, and it's up to you to prioritize your Sim personality.

You can take the easy way out and award five points in every category, creating, for lack of a better description, a Milquetoast Sim. You will spend less time managing a middle-of-the-road Sim, because in most situations, he or she will do the right thing. If you would rather play it safe, skip this section and move to the next one. If not, read on as we describe the subtle (and sometimes dramatic) outcomes that your personality ratings will inspire.

### It's in the Stars



As you play with the personality bars, note the changing zodiac sign that appears on the screen. A serious astrologer would argue that a true personality profile is based on more than five traits, but if you have a basic understanding of newspaper horoscopes, you'll recognize yourself, or someone close to you, as you create a Sim personality. The next section looks at each trait and examines the potential effects of your ratings in various game situations. But first, let's look at basic interpersonal compatibility as seen through the zodiac. The following table gives you the best and worst matchups for friends and lovers. This doesn't necessarily imply that a relationship outside of the table is doomed; it is merely an indication of how hard you'll have to work at it.

## Sims Zodiac Compatibility Table

Sign	Attracted To	Repelled By
Aries	Gemini, Taurus	Cancer, Libra
Taurus	Aries, Libra	Virgo, Cancer
Gemini	Pisces, Virgo	Capricorn, Aries
Cancer	Taurus, Scorpio	Gemini, Aries
Leo	Sagittarius, Cancer	Capricorn, Gemini
Virgo	Aquarius, Sagittarius	Leo, Taurus
Libra	Virgo, Cancer	Pisces, Scorpio
Scorpio	Pisces, Leo	Libra, Aquarius
Sagittarius	Pisces, Capricorn	Libra, Scorpio
Capricorn	Aquarius, Taurus	Leo, Gemini
Aquarius	Capricorn, Sagittarius	Scorpio, Virgo
Pisces	Scorpio, Gemini	Leo, Aries

## Personality Traits

The following sections review what you can expect from each type of Sim, with examples of how different personality traits will manifest during the game. For our purposes, we'll divide the ratings bar into three sections: low (1-3), average (4-7), and high (8-10). These numbers correspond to the number of light blue bars to the right of each trait.

### NEAT

- Low: Don't expect these Sims to pick up their dirty dishes, wash their hands after using the bathroom, or take timely showers. They are content to let others clean up their messes.
- Medium: These Sims stay clean, and you can depend on them to clean up their messes. They will occasionally clean up another Sim's garbage, but you might have to intervene if you have several items that need attention.
- High: A super-neat Sim checks the vicinity for dirty dishes and old newspapers, and personal hygiene is a big priority. One of these Sims in the house can compensate for one or two slob.

## OUTGOING

- Low: Shy Sims have less pressing needs for social interaction. It is more difficult to pursue friendships with other Sims, although they can carry on stimulating conversations. Within his or her home, a shy Sim may be less interested in receiving hugs, kisses, and back rubs, so if you are looking for romance, find a compatible target (see the zodiac chart above).
- Medium: It is easier to get this Sim to mix with strangers and enjoy intimacy from housemates. Don't expect a party animal, but you'll be able to entice your guests into most activities.
- High: This Sim needs social stimulation to prevent the Social score from plummeting. You'll have no trouble throwing parties or breaking the ice with any personality type.

## ACTIVE

- Low: Forget about pumping iron or swimming 100 laps at 5 a.m. These Sims prefer a soft easy chair to a hard work out. A sofa and a good TV are high on their priority list. If they don't get their daily ration of relaxation, their Comfort scores suffer.
- Medium: These Sims strike a good balance between relaxing and breaking a sweat. They dance, swim, and shoot hoops without expressing discomfort.
- High: Active Sims like to pick up the pace, rather than fall asleep on the sofa in front of the TV. Get these Sims a pool, basketball hoop, or exercise bench, and plan on dancing the night away with friends.

## PLAYFUL

- Low: Get these Sims a bookcase, a comfortable chair, and plenty of books. If they can't read, looking at a painting or playing a game of chess will do.
- Medium: These well-rounded Sims are receptive to a good joke and don't mind tickling. They may not be the first ones on the dance floor, but they'll join in with a good crowd.
- High: Can you spell P-A-R-T-Y? These Sims love to have a few drinks, dance to good music, and invite lots of guests to the house. They love telling jokes, and are ready to laugh at others' stories.

## NICE

- Low: There is nothing redeeming about a grouchy Sim. They are always ready to tease or insult their friends, and they love to brag. A Sim with a low Nice rating should be dropped from your guest list or asked to leave if he or she shows up.
- Medium: This Sim keeps an even keel about most things. Of all the traits, Nice is the least destructive if you award at least four points. Only the nastiest Sims can get under a medium-nice Sim's skin.
- High: These Sims want to make the world a better place for everyone. If there were a Sim beauty contest, the winner would be extremely "nice."

## Personality Tables

The following tables demonstrate how personality traits affect Fun scores and skill development.

### Traits That Raise Max Fun Value

Personality Trait	Raises Max Fun Score For
<b>Playful</b>	<b>Aquarium, Chess Table, Computer, Doll House, Flamingo, Pinball, TV (Cartoon Channel), VR Glasses</b>
<b>Serious (low playful)</b>	<b>Newspaper, Books (read)</b>
<b>Active</b>	<b>Basketball Hoop, Play Structure, TV (Action Channel)</b>
<b>Outgoing</b>	<b>Hot Tub, TV (Romance Channel)</b>
<b>Grouchy (low nice)</b>	<b>TV (Horror Channel)</b>

### Skills Accelerated by Personality

Skill	Objects Used to Increase Skill	Trait Accelerator
<b>Creative</b>	<b>Easel, Piano</b>	<b>Playful</b>
<b>Body</b>	<b>Exercise Machine, Swimming Pool</b>	<b>Active</b>
<b>Charisma</b>	<b>Medicine Cabinet, Mirrors</b>	<b>Outgoing</b>

## Relationship Scores

Icons representing a Sim's friendships, or lack thereof, appear on the Relationship panel when you press →. The scoring system ranges from below zero (not good) to 100, which is full-blown love. A relationship is considered a true friendship when the score climbs over 50. Only these relationships are considered when the game calculates career advancements. Consult the next section, 9 to 5—Climbing the Career Ladder for more information on promotion requirements.

### NOTE

*Your Sim's Relationship panel reflects how he or she feels about other Sims. When the game calculates career requirements, it looks at how other Sims feel about you. This information is unavailable to you during the game, so you must continually monitor other Sims' responses to your interactions. Aim for a Friendship score of at least 60 (70+ is better). In most cases, another Sim's Friendship score is within a few points of yours, so err on the high side to be safe.*

### Social Interactions

Sim relationships develop because of social interactions. If you don't spend quality time with your friends, the relationships deteriorate at a rate of two points per day. If you interact poorly, the rate accelerates. In the following sections, we review the myriad communication choices available during the game. Your choice varies, depending upon the level of your friendship and whether or not your Sim is acting like a jerk!

#### Good Old Conversation



The easiest way to cultivate a new friendship is to talk. Sims communicate with each other using Sim-speak, a chatter that you'll eventually understand. Adults and kids have favorite topics within their peer groups. These topics are randomly assigned by the game during the Sim creation process. Additionally, kids and adults have special cross-generational topics that are used only with each other. Active topics are displayed in thought balloons during the game.



Music and space aliens make for positive interactions between this father and son.



Talking about the weather rarely elicits a strong response between Sims, unless the sun is in the conversation.

When a conversation goes well, a green plus sign appears over one or both of the Sims. When talk deteriorates into the gutter, the plus signs turn red. The following tables list positive and negative communications, including each potential outcome and the corresponding effect on Social and Relationship scores. For our purposes, an outcome is positive if it produces an increase in one or both scores. When scores drop or stay the same, it is considered a negative outcome.



To initiate a conversation with another Sim, select an interaction from the menu. Conversations frequently begin without your prompting, especially when two Sims are engaged in an activity such as soaking in the hot tub, sharing a meal, or shooting pool.





## Positive Communications

Interaction	Response	Relationship Change	Social Score Change
Cheer Up	Good	5	7
Cheer Up	Neutral	0	5
Be Cheered Up	Good	10	10
Be Cheered Up	Neutral	0	5
Flirt	Good	5	13
Be Flirted With	Good	10	13
Compliment	Accept	5	5
Be Complimented	Accept	5	11
Talk	High Interest Topic	3	5
Talk	Like Topic	3	5
Group Talk	N/A	1	8
Joke	Laugh	5	13
Joke	Giggle	2	7
Listen to Joke	Laugh	7	13
Listen to Joke	Giggle	3	7
Tease	Giggle	5	7
Entertain	Laugh	4	7
Be Entertained	Laugh	8	13
Apologize	Accept	10	15
Be Apologized To	Accept	10	15
Scare	Laugh	5	10

## Negative Communications

Interaction	Response	Relationship Change	Social Score Change
Entertain	Boo	-15	0
Be Entertained	Boo	-7	0
Apologize	Reject	-10	0
Be Apologized To	Reject	-10	0
Compliment	Reject	-10	0
Be Complimented	Reject	-7	0
Cheer Up	Bad	-3	0
Be Cheered Up	Bad	-10	0
Flirt	Refuse	-10	-17
Flirt	Ignore	-5	0
Be Flirted With	Refuse	-10	0
Be Flirted With	Ignore	0	0
Insult	Cry	5	0
Insult	Stoic	0	3
Insult	Angry	-10	7
Be Insulted	Cry	-12	-13
Be Insulted	Stoic	-5	-5
Be Insulted	Angry	-14	-7
Joke	Uninterested	-6	0
Listen to Joke	Uninterested	-7	0
Tease	Cry	-4	0

Interaction	Response	Relationship Change	Social Score Change
Be Teased	Giggle	5	7
Be Teased	Cry	-13	-7
Scare	Angry	-5	0
Be Scared	Laugh	5	8
Be Scared	Angry	-10	0
Talk	Dislike Topic	-3	3
Talk	Hate Topic	-3	3
Brag	Good	5	13
Brag	Bad	-5	0
Be Bragged To	Good	5	7
Be Bragged To	Bad	-5	0

### Physical Contact



When a relationship moves past the 50-point threshold, you see new options on the social interaction menu. Instead of just talking, you find new items, including Hug, Give Back Rub, Flirt, and Kiss. It depends upon how your relationship progresses and what the other Sim is looking for in the current interaction. The following tables include information on positive and negative physical events. As with the previous Communication Event tables, an outcome is positive if it produces an increase in one or both scores. When scores drop or stay the same, it is a negative outcome.



There's nothing like an embrace, especially when the other Sim hugs back.



## Positive Physical Events

Interaction	Response	Relationship Change	Social Score Change
Give Back Rub	Good	5	7
Receive Back Rub	Good	9	13
Hug	Good	7	15
Hug	Tentative	2	7
Be Hugged	Good	8	15
Be Hugged	Tentative	4	7
Give Gift	Accept	5	7
Receive Gift	Accept	10	13
Dance	Accept	8	13
Be Danced With	Accept	10	13
Tickle	Accept	5	13
Be Tickled	Accept	8	13
Kiss	Passion	12	20
Kiss	Polite	5	10
Be Kissed	Passion	12	20
Be Kissed	Polite	5	10



This kiss could go better.



## Negative Physical Events

Interaction	Response	Relationship Change	Social Score Change
Attack	Win Fight	-5	10
Attack	Lose Fight	-10	-20
Dance	Refuse	-5	0
Be Danced With	Refuse	-5	0
Hug	Refuse	-10	0
Be Hugged	Refuse	-10	0
Slap	Cry	0	3
Slap	Slap Back	-10	-7
Be Slapped	Cry	-20	-17
Be Slapped	Slap Back	-15	7



Interaction	Response	Relationship Change	Social Score Change
Kiss	Deny	-15	5
Be Kissed	Deny	-10	0
Tickle	Refuse	-5	0
Be Tickled	Refuse	-8	0
Give Gift	Stomp	-15	0
Receive Gift	Stomp	-5	0
Give Back Rub	Bad	-7	0
Receive Back Rub	Bad	-10	0

## All in the Family

In the following sections we introduce you to Sims family life, ranging from one-Sim homes to larger households with kids and babies. Finally, we look at one of the toughest challenges in *The Sims*: building positive and long-lasting relationships.

### You Can Make It Alone



The biggest difficulty in being a bachelor or bachelorette is that you have to do everything yourself. You need to cook, clean, and improve your skills, while keeping up with a work schedule and satisfying your personal motives. There's always time for fun, and a good sofa or easy chair will provide a measure of comfort. However, it is impossible to socialize while at work, and because you don't have a mate who can build friendships for your family, you need to figure out how to feed your Social motive and satisfy career requirements.

## DESIGNING A BACHELOR PAD



There are several considerations when designing and furnishing a house for one Sim. The most important is your financial limitation (the bachelor in *Play the Sims* has only \$20,000 at the beginning of the game). You need to squeeze every Simoleon to build a house that satisfies your basic needs while providing a few creature comforts. Review the following checklist before placing your first wall stake.

- ⊕ Keep your house small, and place the front door close to the street. This allows you to milk a few extra minutes out of every morning before meeting the car pool.
- ⊕ The interior should include a bedroom, bathroom, and living room. Rather than adding a family room, use an outside patio area for fun objects and an exercise machine. A military career requires an ever-increasing number of Body skill points.
- ⊕ Install enough counter space to place a food processor and prepare your meals, leaving more space for a table and chairs. Although your Sim is alone, have at least two chairs so you can socialize with a friend while sharing a meal. To save floor space, and a few Simoleons, buy a couple of counter sections rather than a large dining table.
- ⊕ You won't have the space or the budget to buy expensive sofas or recliners, so get a top-of-the-line bed. This enables your Sim to get by on fewer hours of sleep. Buy an inexpensive nightstand for an alarm clock, and add a few wall lights to boost your Room score. Expensive floor lamps have to wait until your income kicks in.
- ⊕ The free daily newspaper will suffice for your initial job search. If you'd rather go high-tech, buy a computer for your job search, then return it within 24 Sim hours for a full refund.

- ✦ You can get by without a stove as long as you have a food processor and refrigerator. If you buy a stove, study Cooking long enough to earn two points, or your Sim will burn up the kitchen with every meal. Don't forget the smoke detector!
- ✦ Because of your career, there is no need for heavy socializing until you are up for promotion to level 6. Don't spend money on living room chairs or an expensive sofa. A cheap TV and stereo provide enough entertainment for now.

## THE SINGLE SIM'S CAREER



As a lone Sim you should choose a job that has decent hours and light friendship demands. This allows you to work on your basic living skills without the need to cultivate vast numbers of friends. The military career is a good choice, because at most levels you work a six-hour day, and you won't need a friend for the first five levels. A promotion to level 6 requires one friend, but this isn't a problem after you get comfortable with satisfying the other motives.

## A LONELY GUY CAN MAKE FRIENDS



Take advantage of the first day to meet your neighbors. After you move in, at least two other Sims stop by. Greet them at the door, but don't be too aggressive in your interaction. Take it slowly, and you will plant the seeds of friendship. Move too fast, and the other Sims will shut you down.

## Leaving the Single Life Behind

Eventually you will tire of the solitary lifestyle, which, thanks to the romantic tendencies of most Sims, is not a problem. The first step is friendship. After the relationship meter tops 70, your Sim needs to lay on the romance, with plenty of kissing and hugging. Eventually, the Propose option will appear on the menu.



A marriage proposal can only take place in the home of the proposer, so set the mood (empty your bladder somewhere other than on the floor, clean up yesterday's dishes, and hide all of those overdue bills). After accepting the proposal, your new spouse moves into your place, along with a good job and plenty of money. Proposing does not guarantee a positive response. For example, a Sim rarely gets married on an empty stomach, so eat dinner first.

### NOTE

*After marriage, your Sim will still share a bed with any other Sim with a high enough Friendship score (over 70), so don't be surprised if your Sim ends up on the couch when his buddy beats him to the sack.*



When two Sims decide to get married, they change clothes and consummate the ceremony within seconds.

Interestingly, if your future spouse already has children, and at least one adult still resides in their original house, the kids stay. So, your new spouse arrives with job and bank account intact, sans kids. What a deal!

That isn't the only unusual aspect of married life in Sims-ville. Marriage is not sacred here, at least not in the legal sense. A Sim can have multiple mates all living under the same roof. The interpersonal dynamics sometimes get dicey, but it's workable, and the extra income is great!



### TIP

*A three-way relationship makes it easier to have babies. Not only are there additional combinations for procreation, but one of the working adults can take a night job, so the baby has a caregiver during the day. Even with staggered schedules, there will be at least one sleepless Sim until the baby matures, so don't get too complacent with this arrangement.*

## Married with Children

After your Sims promise undying love and devotion to each other (or, at least until the next promotion), have a baby. Your Sims can live together for years without having children, but if they do, you'll miss one of the game's most rewarding experiences.

### CONCEPTION



The exercise of making a baby is similar to the steps taken to activate the Propose interaction. You must get a male and female Sim together, then concentrate on strengthening their relationship. When both Sims are enjoying each other's company, lay on the hugs and kisses. Keep smooching until you receive the option to Have a Baby, as pictured.



If you answer yes, a bassinet appears amidst an explosion of dandelions. The couple celebrates the new arrival, then goes back to the daily routine.



In short order, the little bundle of joy starts screaming. A Sim will respond to the cries, but rather than waiting, immediately get someone to the baby. Clicking on the bassinet reveals three options: Feed, Play, or Sing. When in doubt, feed the baby, but be prepared to come back with play or sing when the baby starts wailing again.



This mayhem continues for three Sim days, during which time the household is in an uproar. Forget about getting eight hours of sleep. Designate one Sim as primary caregiver, preferably one who does not work, because the baby's cries will wake any Sim in the room. The first day is nonstop crying. By the second day, the baby sleeps for a few hours at a time; take advantage of the break and send the caregiver to bed. As long as you stay responsive, the baby will evolve into a runny-nosed kid, and the family can get back to normal. If you spend too much time in the hot tub and not enough time with the baby, a social service worker will take the baby. You'll only receive one warning, so don't take this responsibility lightly.



## NOTE

The bassinet appears near the spot where your Sims made the decision to have a baby. Although the Sims cannot move the bassinet, you can use the Hand Tool to move it. Pick a location that is isolated from other sleeping areas, but close to the primary caregiver, so the disturbance is minimal.

## Building and Maintaining Healthy Relationships

Gathering an increasing number of friends is critical for career advancement, especially at the higher levels. It is also your Sims' only way to build up their Social scores and fend off depression. In this section we outline the steps required for finding potential friends, building positive feelings, then maintaining positive relationships.

### Talk Is Cheap



The easiest way to make friends is often overlooked, because it is uneventful compared to other social events. However, you can initiate a conversation between Sims (regardless of their Friendship scores) and keep it going for a very long time. During this benign exchange of thought balloons, you can nudge the Friendship score in a positive direction. When starting from zero, it takes a few encounters to get over 50 (true friendship), but when you reach this threshold, the action picks up. It is common to go from a score in the 60s to a marriage proposal in one evening.

### Finding Time to Socialize



After your Sim starts working, it is difficult to find time to call other Sims and arrange meetings. Mornings are difficult, although you have more options if your neighborhood has several nonworking Sims. Socialize after coming home from work. Take care of personal needs first (hygiene and bladder), then serve dinner. Don't let a bad chef get near the stove; you can't afford to waste time putting out a fire, or your guests will leave. If the counter's full of food, your friends will head for the kitchen, where you can chat over a plate of Sim grub, then plan the rest of your evening.

### Positive Social Events



After everyone finishes eating, have a conversation. Ideally, your house has an entertainment room or area with group activity items such as a pool table, stereo, or beverage bar. After getting everyone into the room, keep them busy with a string of activities. When you have multiple guests you must be the perfect host, moving from Sim to Sim and making everyone feel wanted.

## CAUTION!

Avoid close activities like dancing, hugging, etc. with another Sim when your current spouse or love interest is in the room. This produces jealousy and bad feelings. If you continue, the jilted spouse may slap the competition.



One of the most difficult aspects of entertaining in the evening is keeping the host from falling asleep on the floor. After a hard day's work, most Sims begin nodding off around 10 p.m. Squeeze extra time out of the evening by taking a nap after coming home from work. When all else fails, a couple of shots of espresso extend the evening a few more minutes.

## TIP

*After your guests arrive, micro-manage your Sims so they don't go off and take care of their own needs. Obviously, you must pay attention to a full bladder, but you can delay other actions by redirecting your Sims to group activities. Break up the party when your guests are teetering on the edge of exhaustion, or they'll fall asleep on the floor or the sidewalk.*

## CAUTION!

Visiting Sims hang around until 1 a.m. or later, which is past your bedtime. Direct your Sims to bed at the appropriate time, or they hang out with their guests until past midnight. Your guests won't be offended. In fact, they follow your Sim to bed and wave good-bye, even after your Sim is asleep!

## Visitors Coming and Going

The following tables include information on how and why visitors do the things they do. You can't control your guests' actions, but at least you won't take it personally when they split.

### Visitors' Starting Motives

Motive	Starting Value
Bladder	0 to 30
Comfort	30 to 70
Energy	35
Fun	-20 to 20
Hunger	-30 to -20
Hygiene	90
Social	-50 to -40

## NOTE

*In a perfect Sim world, visitors leave your house just past 1 a.m. However, if one of their motives falls into the danger zone, they depart earlier. When this happens, the Sim's thought balloon reveals a reason for the early exit.*

### Visitors' Leaving Motives

Motive	Drops Below This Value
Energy	-80
Comfort	-70
Hunger	-50
Hygiene	-70
Bladder	-90
Social	-85
Fun	-55
Room	-100
Mood	-75

## Guest Activities

There are three types of visitor activities: those initiated by a family member, shared activities, and autonomous activities where guests are on their own. The following sections and tables describe each type.

### ACTIVITIES INITIATED BY FAMILY MEMBERS

One of the Sims under your control must prepare food or turn on the TV before visitors can join in. Turning on the TV takes a second, but you need prep time for a meal. Begin meal preparation immediately after inviting friends over.

### SHARED ACTIVITIES

A Sim can start any of the following activities, then invite the participation of a guest.

#### Shared Activities

Object	Visitors' Involvement
Basketball Hoop	Join
Chess	Join
Dollhouse	Watch
Hot Tub	Join
Pinball Machine	Join
Play Structure	Join
Piano	Watch
Pool Table	Join
Stereo	Join Dance
Train Set	Watch

### AUTONOMOUS ACTIVITIES

Visiting Sims can begin any of the following activities on their own.

#### Visitors' Autonomous Activities

Object	Autonomous Action
Aquarium	Watch Fish
Baby	Play
Bar	Have a Drink
Chair	Sit
Chair (recliner)	Sit
Coffee (espresso machine)	Drink Espresso
Coffeemaker	Drink Coffee
Fire	Panic
Flamingo	View
Fountain	Play
Lava Lamp	View
Painting	View
Pool	Swim
Pool Diving Board	Dive In
Pool Ladder	Get In/Out

#### Object Autonomous Action

Sculpture	View
Sink	Wash Hands
Sofa	Sit
Toilet	Use, Flush
Tombstone/Urn	Mourn
Toy Box	Play
Trash Can (inside)	Dispose

## Social Interactions

The results of various interactions are best learned by experience because of the individual personality traits that come into play. It helps to have an idea of what each action may produce. The following table offers notes on each interaction.

Interaction	Description
Back Rub	When well-received, it is a good transition into kissing and hugging, but the Relationship score should be over 50.
Brag	This is what mean Sims do to your Sim. Don't use it, unless you want to ruin a good friendship.
Compliment	Generally positive, but withhold compliments until your Relationship score is above 15.
Dance	A great activity between friends (40+), but it causes a jealous reaction from a jilted lover.
Entertain	A goofy activity, but it works well with other playful Sims.
Fight	Don't do it (unless you know you can take the other Sim!).
Flirt	A great way to boost a strong relationship (70+) into the serious zone, but watch your back; flirting triggers a jealous reaction from significant others.
Give Gift	A benign way to say you like the other Sim, or that you're sorry for acting like an idiot at the last party; best used with 40+ Relationship scores.
Hug	This one's fun if the hug-ee's Relationship score is 60+; it's a good transition to kisses, then a marriage proposal.
Joke	Good between casual friends (15+) who are both playful.
Kiss	The relationship is heating up, but if a jealous ex or current lover is in the vicinity, someone could get slapped.
Talking	The starting point of every friendship.
Tease	Why bother, unless you don't like the other Sim?
Tickle	Not as positive as it might seem, but playful Sims are more receptive.



Advancing your Sim's career requires periodic increases in one or more Career skills, including cooking, mechanical, charisma, body, logic, and creativity. In addition to skill enhancement, a Sim must develop an ever-increasing circle of friends and family. Although gathering friends is not actually a skill, it is equally important to career advancement, especially at the upper levels. In the following sections we review the job search process, then provide examples and tips for each of the Career skills. The Career table at the end includes complete data on all six careers in *The Sims*.

### Finding a Job



Every Sim receives a daily copy of the *SimCity Times* that includes a job classified section. Each day you can review up to three jobs. The career tracks are random, so if you don't see something you like one day, check tomorrow's paper for a new trio of listings. Of course, you can always stay home and make gnomes for a living, but the rewards of a long and lucrative career are much more interesting.



You can also look for a job on your computer, where you may find different career choices (there are six career tracks in the game, and they appear randomly in the newspaper and on the computer). However, unlike the newspaper, which is free, a Moneywell computer costs \$999. If you're short on Simoleons, there is a slightly underhanded solution. Buy the computer, look for a job, and then sell it back. Keep this up until you find a job. Later, when you have a larger disposable income, buy another computer and use it for what it was intended—playing games!

### Staying Gainfully Employed

Keeping your job is relatively easy as long as you show up for work. The boss doesn't care if your Sim is exhausted, hungry, or dancing on one leg with a full bladder. You'll never lose your job for low motives. However, to advance your career, you must manage your Sim's schedule so he or she arrives at work refreshed and in a good mood.

#### Get Plenty of Sleep



You can get through a work shift half asleep, but keep in mind that all of your motives degrade while you are at work. So if you come home completely exhausted every night, your Sim won't be able to stay awake long enough to watch TV, socialize, improve Career skills, or even take a shower. Here is a checklist for keeping your Sim rested and refreshed.

- ✦ Turn off all potential sleep disrupters in your bedroom, like TVs, stereos, and lights.
- ✦ Don't go to bed hungry.
- ✦ Get to bed early enough to log eight hours of sleep before the alarm rings (don't forget to set it!). The alarm goes off two hours before the car pool arrives, which gives you three hours to get ready for work.
- ✦ Baths and showers are time-consuming, so take care of hygiene the night before.
- ✦ Use any free time in the morning to have some quiet fun (watch TV, play computer games, etc.) before you leave for work.

**CAUTION!**

If two or more Sims in the house have jobs, the alarm clock rings for the earliest riser. Unfortunately, this wakes everyone else, regardless of when they have to be ready for the car pool. If you send the other Sims back to bed, you must wake them manually, because the alarm clock only rings once every day.


**Career Choices**

Career Track	Necessary Skills	Related Personality Traits
Entertainment	Charisma, Creativity	Outgoing, Playful
Life of Crime	Creativity, Charisma	Playful, Outgoing
Military	Mechanical, Body	Active
Xtreme	Creativity, Body/Charisma (tie)	Playful, Active, Outgoing
Musician	Creativity, Charisma, Body	Playful, Active, Outgoing
Slacker	Charisma, Body, Mechanical	Outgoing, Playful

**Developing Your Skills**

After you decide on a career, focus on developing the appropriate skills needed for advancement. Sims do not study on their own; direct your Sim to one of the activities listed in the Skill Enhancement table.

**TIP**

Press  on the D-pad to display the Career panel. The blue vertical lines (if any) represent the level of experience in the six career skills. Yellow lines represent required skills for your next promotion. Other factors contribute to earning a promotion, such as your mood when you arrive at work, but without the basic Career skill requirements, you have no chance for advancement to the next level.





## Skill Enhancement

Skill	Method of Enhancement	Notes
Cooking	Bookshelf (study Cooking)	Any type of bookshelf will suffice.
Mechanical	Bookshelf (study Mechanical)	Any type of bookshelf will suffice.
Body	Exercise Machine (work out)	The exercise machine increases skill four times faster than the pool. Active Sims improve their skill at a higher rate.
Body	Pool (swim)	See above.
Body	Treadmill (walk, jog, or run)	Active Sims also gain Fun points.
Charisma	Mirrors or Medicine Cabinet (practice speech)	Outgoing Sims acquire skill more quickly.
Creativity	Easel (paint)	Playful Sims acquire skill more quickly.
Creativity	Piano (play)	Playful Sims acquire skill more quickly.
Creativity	Artist's Block (sculpt)	Enhances Fun score for active Sims.
Logic	Chessboard (play)	Playing with another Sim generates Social points.
Logic	Telescope (gaze)	Generates Logic and Fun points.

## Career Tracks

The following tables include the salaries, hours, car pool vehicles, and job level requirements for each level of the six Sim career tracks. The Daily Motive Decay value shows which motives deteriorate while the Sim is on the job.

### NOTE

Daily Motive Decay is:  
Hunger/Comfort/Hygiene/Bladder/Energy/Fun/Social.

## Requirements for Level 1 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	Waiter/Waitress	\$100	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-30/0/0
Life of Crime	Pickpocket	\$140	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-30/0/0
Military	Recruit	\$250	6 a.m.-12 p.m.	Military Jeep	0	0	0	0	0	0	0	0/0/-12/0/0/-30/0/0
Xtreme	Daredevil	\$175	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-30/0/0
Musician	Subway Musician	\$90	3 a.m.-8 p.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-30/0/0
Slacker	Golf Caddy	\$90	5 a.m.-10 a.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-25/0/0

## Requirements for Level 2 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	Extra	\$150	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-30/0/0
Life of Crime	Bagman	\$200	11 p.m.-7 a.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-32/0/0
Military	Elite Forces	\$325	7 a.m.-1 p.m.	Military Jeep	0	0	0	0	0	0	0	0/0/-12/0/0/-30/0/0
Xtreme	Bungee Jump Instructor	\$250	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-30/0/0
Musician	Piano Tuner	\$120	9 a.m.-4 p.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-28/0/0
Slacker	Convenience Store Clerk	\$110	10 p.m.-3 a.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-30/0/0



### Requirements for Level 3 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	Bit Player	\$200	9 a.m.-3 p.m.	Junker	0	0	2	0	0	0	0	0/0/-5/0/-38/-4/0
Life of Crime	Bookie	\$275	12 p.m.-7 p.m.	School Bus	0	0	0	2	0	0	0	0/0/0/0/-35/0/0
Military	Drill Instructor	\$400	8 a.m.-2 p.m.	Military Jeep	0	0	0	2	0	0	0	0/0/-18/0/-36/0/0
Xtreme	Whitewater Guide	\$325	9 a.m.-3 p.m.	SUV	0	0	0	2	0	0	1	0/0/-6/0/-42/0/0
Musician	Wedding Singer	\$190	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0/0/0/0/-36/0/0
Slacker	Lifeguard	\$150	9 a.m.-3 p.m.	Military Jeep	0	0	0	2	0	0	0	0/0/-6/0/-36/0/0

### Requirements for Level 4 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	Bit Player	\$200	9 a.m.-3 p.m.	Junker	0	0	2	2	0	0	1	-7/0/-7/0/-42/-7/0
Life of Crime	Bookie	\$275	12 p.m.-7 p.m.	School Bus	0	0	1	2	0	1	1	-6/0/-6/0/-42/-6/0
Military	Drill Instructor	\$400	8 a.m.-2 p.m.	Military Jeep	0	1	2	2	0	0	0	-6/0/-18/0/-42/-6/0
Xtreme	Whitewater Guide	\$325	9 a.m.-3 p.m.	SUV	0	1	0	4	0	0	1	-6/0/-18/0/-48/0/0
Musician	Wedding Singer	\$190	9 a.m.-3 p.m.	Junker	0	0	0	0	0	3	1	0/0/0/0/-40/0/0
Slacker	Lifeguard	\$150	9 a.m.-3 p.m.	Military Jeep	0	0	2	2	0	0	1	0/0/-5/0/-40/0/0

### Requirements for Level 5 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	B-Movie Star	\$375	10 a.m.-5 p.m.	School Bus	0	0	3	3	0	1	2	-7/0/-14/0/-42/-7/0
Life of Crime	Getaway Driver	\$425	5 p.m.-1 a.m.	School Bus	0	2	1	2	0	2	1	-8/0/-8/0/-40/-8/0
Military	Counter-Intelligence	\$500	9 a.m.-3 p.m.	Military Jeep	1	1	2	4	1	0	0	-6/0/-24/0/-42/-12/0
Xtreme	Bush Pilot	\$475	9 a.m.-3 p.m.	SUV	1	2	0	4	1	0	2	-6/0/-12/0/-42/-0/-6
Musician	High School Band Teacher	\$325	7 a.m.-2 p.m.	Junker	0	0	0	0	0	3	1	-7/0/-7/0/-42/-7/0
Slacker	Party D.J.	\$220	11 p.m.-4 a.m.	Junker	0	0	2	2	0	0	1	-5/0/-5/0/-40/0/0

### Requirements for Level 6 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	Supporting Player	\$500	10 a.m.-6 p.m.	Limo	0	1	4	4	0	2	3	-8/0/-16/0/-48/-8/0
Life of Crime	Bank Robber	\$530	3 p.m.-11 p.m.	Town Car	0	3	2	3	1	2	2	-8/0/-8/0/-48/-8/0
Military	Flight Officer	\$550	9 a.m.-3 p.m.	Military Jeep	1	2	4	4	1	0	0	-12/0/-24/0/-48/-12/0
Xtreme	Mountain Climber	\$550	9 a.m.-3 p.m.	SUV	1	4	0	6	1	0	3	-12/0/-30/0/-60/0/0
Musician	Roadie	\$400	11 a.m.-8 p.m.	Junker	0	5	0	0	0	5	2	0/0/0/0/-45/0/0
Slacker	Projectionist	\$280	6 p.m.-1 a.m.	Junker	0	3	4	2	0	0	3	-7/0/-7/0/-49/0/0



## Requirements for Level 7 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	TV Star	\$650	10 a.m.-6 p.m.	Limo	0	1	6	5	0	3	4	-16/0/-24/0/-48/-16/0
Life of Crime	Cat Burglar	\$640	9 p.m.-3 a.m.	Town Car	1	3	2	5	2	3	3	-18/0/-18/0/-54/-12/-6
Military	Senior Officer	\$580	9 a.m.-3 p.m.	Military Jeep	1	3	4	5	3	0	1	-18/0/-30/0/-54/-18/0
Xtreme	Photo-journalist	\$650	9 a.m.-3 p.m.	SUV	1	5	2	6	1	3	4	-18/0/-25/0/-54/-16/0
Musician	Backup Musician	\$550	12 p.m.-9 p.m.	School Bus	0	5	0	4	0	6	4	-18/0/-18/0/-54/-9/0
Slacker	Video Editor	\$350	12 p.m.-6 p.m.	School Bus	0	5	4	2	0	0	4	-18/0/-24/0/-54/-12/0

## Requirements for Level 8 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	Feature Star	\$900	5 p.m.-1 a.m.	Limo	0	2	7	6	0	4	10	-22/0/-30/0/-58/-19/0
Life of Crime	Counterfeiter	\$760	9 p.m.-3 a.m.	Town Car	1	5	2	5	3	5	8	-22/0/-25/0/-58/-19/-15
Military	Commander	\$600	9 a.m.-3 p.m.	Military Jeep	1	6	5	5	5	0	5	-22/0/-33/0/-60/-25/0
Xtreme	Photo-journalist	\$650	9 a.m.-3 p.m.	SUV	1	6	3	7	3	4	7	-22/0/-34/0/-60/-15/-5
Musician	Studio Musician	\$700	11 a.m.-6 p.m.	SUV	0	5	2	5	0	7	5	-22/0/-34/0/-60/-15/-5
Slacker	Freelance Photographer	\$400	12 p.m.-5 p.m.	SUV	0	5	7	3	0	0	5	-20/0/-25/0/-45/0/0

## Requirements for Level 9 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	Broadway Star	\$1,100	10 a.m.-5 p.m.	Limo	0	2	8	7	0	7	6	-21/0/-35/0/-56/-21/0
Life of Crime	Smuggler	\$900	9 a.m.-3 p.m.	Town Car	1	5	5	6	3	6	5	-24/0/-30/0/-60/-18/-18
Military	Astronaut	\$625	9 a.m.-3 p.m.	Limo	1	9	5	8	6	0	3	-24/0/-30/0/-60/-30/0
Xtreme	Grand Prix Driver	\$825	10 a.m.-4 p.m.	Bentley	1	6	5	7	5	7	6	-24/0/-30/0/-60/0/-6
Musician	Rock Star	\$1,100	5 p.m.-2 a.m.	Limo	0	5	7	7	0	8	6	-18/0/-27/0/-54/-18/0
Slacker	Personal Tour Guide	\$450	2 p.m.-7 p.m.	SUV	0	5	8	6	0	0	6	-20/0/-30/0/-45/0/0

## Requirements for Level 10 Positions

Career Track	Position	Pay	Hours	Car Pool Vehicle	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Family/Friends	Daily Motive Decay
Entertainment	Superstar	\$1,400	10 a.m.-3 p.m.	Limo	0	2	10	8	0	10	7	-30/0/-40/0/-65/-25/0
Life of Crime	Criminal Mastermind	\$1,100	6 p.m.-12 a.m.	Limo	2	5	7	6	4	8	6	-30/0/-30/0/-66/-24/-24
Military	General	\$650	9 a.m.-3 p.m.	Staff Sedan	1	10	7	10	9	0	4	-30/0/-36/0/-66/-30/0
Xtreme	International Spy	\$925	11 a.m.-5 p.m.	Bentley	2	6	8	8	6	9	7	-30/0/-30/0/-66/-18/-12
Musician	Celebrity Activist	\$1,400	10 a.m.-3 p.m.	Limo	0	5	10	7	4	10	7	-30/0/-40/0/-65/-25/5
Slacker	Permanent Celebrity Party Guest	\$600	10 p.m.-2 a.m.	Limo	0	5	10	9	0	0	7	-28/0/-40/0/-44/0/0

Anyone who has ever built a home knows that the best laid plans of architects can sometimes turn into a house of horrors when the walls start going up. The same holds true in *The Sims*, where you have enough power to build a magnificent dream house or your worst residential nightmare. Limited only by your bank account, you can build a conservative dwelling that is functional above all else, or you can drop a family of eight in the middle of a meadow with only a bathroom and a refrigerator. It's all possible in *The Sims*.

This section introduces you to the Build Tools, taking you from framing your walls to planting trees. For demonstration purposes, we operate without a budget (for an efficient house design that costs under \$20,000, see *Designing a Bachelor Pad* in the Friends and Lovers section). Obviously, you will have fiscal constraints (unless you activate the FREEALL cheat). Regardless of your budget, you can apply our design concepts to any size or style of home.

## NOTE

*In this section we limit our discussion to the available options in Build mode. For descriptions of every object in Buy mode, see the next section.*

Our suggestions are just the beginning. Sims thrive on the individuality of their creators, and if you want to build dungeons, sprawling compounds, or one-room huts, you have our support and encouragement. A bad house is no match for the bulldozer—your next house is only a click away!

## TOP

*Don't build your dream house at the beginning of the game. It is easier to sell everything, tear down your original house, and start over after you fatten your bank account.*



## Design Considerations

Before we introduce you to the various options in Build mode, here are a few considerations for your basic floor plan. Your Sim family will make its needs known to you as the game progresses. However, if you follow these house design basics, you should get your family off to a positive start with a minimum of emotional outbursts.

- ✦ Don't worry about having room to expand. Build your first house to match the number of Sims in your family.
- ✦ Design a spacious bathroom to avoid traffic flow problems going to or from the toilet.
- ✦ Centrally locate the bathroom. A door on either side allows quick access for emergencies.
- ✦ When you start with three or more Sims in your family, build at least two bathrooms. If money is a problem, make the second one a half-bathroom (toilet and sink only).
- ✦ Place the house close to the street, so you don't have to do the hundred-yard dash to meet your car pool.
- ✦ Allow enough open wall space in your kitchen to accommodate countertops and appliances.
- ✦ Allow for an open dining area adjacent to the kitchen, rather than squeezing a table into a small room. You'll appreciate the space when you entertain.
- ✦ Make your bedroom large enough to handle one or two Career skill objects, such as a floor mirror or easel.



## Building Tools

### Walls and Fences



This is where you frame your house. After selecting the Wall Tool, place the cursor at any tile intersection. Press **X** to place a single wall section, or press **X**, hold, and drag to place a longer section of wall. You can place a wall in a straight or diagonal line. When you release the button, the wall appears. Using diagonal lines allows you to add interesting angles to a square room. Sims appreciate these architectural touches.

### CAUTION!



**Use angled walls as short corner sections. You cannot place doors, windows, or other objects on diagonal walls, and you cannot position furniture against them.**



You can delete a wall section by placing the cursor on the wall, pressing and holding **■**, then dragging the cursor across the wall you would like to delete.

### Wall Types

Name	Cost (per section)	Description
Wall Tool	\$70	Basic unfinished wall
White Picket Fence	\$10	Outdoor fencing
Connecting Iron Fence	\$45	8-foot outdoor fence
Wrought-Iron Balustrade	\$100	Railings for balconies and stairs

## Wall Coverings



There are 36 indoor/outdoor wall coverings in *The Sims*, and as with floor coverings, you are limited only by your budget and sense of style. Prices range from \$0 for Dry Wall to \$17 for the New Light wall treatment. If you change your mind after putting up the wallpaper, rip it down and get your money back by pressing and holding **■**, then dragging the cursor across the wallpaper.

### TIP

*You can paper an entire room with one button if the room is enclosed. Press **X** to select the wallpaper, then press **X** anywhere inside the room. Press and hold **L2** or **R2** to view the wallpaper in place. If you like what you see, press **X** again to cover the walls.*

The following types of wall coverings are available. Although we have separated the list into interior and exterior coverings, you can use any covering inside or out:

### INTERIOR

- ⊕ Dry Wall
- ⊕ Wallpaper
- ⊕ Wall Treatments
- ⊕ Paint
- ⊕ Plaster
- ⊕ Wood Paneling
- ⊕ Wall Decor
- ⊕ Wall Coverings



## EXTERIOR

- ⊕ Wood Shingles
- ⊕ Aluminum Siding
- ⊕ Brick
- ⊕ Granite
- ⊕ Stone (Wartburg Wall)

### Floor Coverings



Unless you like grass in your living room, use the Floor Tool to lay some nonorganic flooring inside your house. *The Sims* also includes outdoor flooring that works well in patios, for backyard barbecue areas, or as pathways to a pool or play area. One tile covers a single grid, and you can finish an entire room by using [L2] or [R2], as described in the Wall Coverings section. The price range for floor coverings is \$0-22, and you have a selection of 31 styles/colors.

### NOTE

*Use any type of flooring inside or outside.*



## FLOORING TYPES

- ⊕ Grass
- ⊕ Linoleum
- ⊕ Carpeting
- ⊕ Safety Mat
- ⊕ Wood
- ⊕ Parquet
- ⊕ Concrete
- ⊕ Cement
- ⊕ Shale
- ⊕ Tile
- ⊕ Granite



### Doors



Sims are active, even during their everyday routines. They seek the best path for their current task, and they think nothing of going out one exterior door and in through another if it is the best route. If money is tight, the least expensive walnut door is only \$100, but because it is solid, your Room score does not benefit from outside light.

Place the cursor on the desired door, press **X** to buy it, then press **X** again to set it in a wall. Use [L1] and [R1] to rotate the door 90 degrees in either direction.

### Door Types

Name	Cost	Notes
Walnut Door	\$100	This solid door lacks windows.
Maple Door Frame	\$150	The wooden door frame works for rooms that do not require total privacy.
Federal Lattice Window Door	\$200	Glass panes in the upper half of the door let in light.
Windsor Door	\$300	This designer leaded-glass door illuminates your room.
Monticello Door	\$400	Seven rows of three panes, topped with a six-pane half circle, allow maximum light to flow into your home.



### Windows



Let the sun shine in to pump up your Room score. Sims love light, either natural or artificial; install windows from the start. Select a window and press **X** to place it on any right-angle wall (you cannot place doors, windows, or objects on a diagonal wall). Use **L1** and **R1** to rotate the door 90 degrees in either direction. Window style is personal—all windows exert the same positive effect on the Room score.

#### Window Types

Name	Cost	Description
Single-Pane Fixed Window	\$50	This is an economy window, but it lets in the sun.
Single-Hung Window	\$55	Install this over the kitchen sink for an attractive look.
Privacy Window	\$60	Tired of the neighborhood peeping Toms? This window is positioned higher on the wall.
Plate Glass Window	\$65	This window is glass from floor to ceiling.

### Fireplaces



When placed out of the way of flammable objects, a fireplace adds a major boost to the Room score. However, it can be a dangerous fire hazard if Sims wander too close, so give it a wide berth when a fire is roaring.

### Window Types

Name	Cost	Room Modifier
Modesto Tile Fireplace	\$600	3
The Bostonian Fireplace	\$1,000	4

### Plants and Trees



It's time to put the finishing touches on the exterior of your house. Using the Plant Tool, you can select from 10 plants and trees, priced from \$5 for wildflowers to \$280 for a giant birch tree. The following types of vegetation are included:

- ✦ Flowers (4)
- ✦ Bushes (1)
- ✦ Hedges (1)
- ✦ Ornamental (1)
- ✦ Trees (3)

Let your green thumb go wild, but don't forget that only trees and shrubs will thrive without regular watering. If you want colorful flowers all year long, hire a gardener.

### Water Tools



Now that you have walls, floors, and doors, it's time to add a pool. Of course, this isn't a necessity, but your Sims love to swim, and it is an easy way to add Body points. You can also add tile decking and a fence to give your pool a more finished look.





In this chapter we review the eight categories of objects available in Buy mode: Seating, Surfaces, Decorative, Electronics, Appliances, Plumbing, Lighting, and Miscellaneous. Every object is listed with its purchase price, related motives, and efficiency ratings. You can shop 'til you drop, but it's more important to buy smart than to buy often. Our comprehensive Buying Guide is just ahead, but first let's study some factors that will impact your spending habits.

## Buying for Needs, Instead of Needing to Buy

When you enter a new neighborhood in Play The Sims mode, you can purchase an empty lot and build your dream house from scratch, or you can choose a ready-made home. The Newbies is a small, sparsely furnished house; the Roomies is bigger but devoid of furnishings and fixtures; and the Goth home is the largest, complete with a private cemetery where you can enjoy your mourning coffee.

Depending on how much you spend on the house, you'll have a few thousand Simoleons to use in Buy mode, where you can purchase over 150 objects. Most objects affect your Sims' environment in positive ways, but every item is not a necessity. Make your first purchases with your Sims' motives in mind. We provide detailed descriptions in the Motives section, but this basic shopping list will help you keep your Sims' motive bars out of the red zone during the game's early stages.

**TIP**

*In most instances, an expensive item has a greater impact on the related need bar than an economy model. For example, a \$300 cot gives your Sim a place to crash, but a \$3,000 Mission bed provides more comfort and lets your Sim get by on less sleep. The top-of-the-line bed also adds to the overall Room score.*

- ✦ Hunger (refrigerator): You can't order pizza every night, so get a refrigerator.
- ✦ Comfort (bed, chairs): Sims will sleep anywhere when they are tired, but a bed is recommended for sleeping. You'll need chairs for eating and working at the computer, and a couch for napping. A bathtub provides extra comfort for your Sims, but it is not critical; a shower suffices.
- ✦ Hygiene (sink, shower): Dirty Sims spend a lot of time waving their arms in the air dispersing their body odor. A sink and shower go a long way toward improving their state of mind (not to mention the smell).
- ✦ Bladder (toilet): Sims prefer using a toilet, but if one is not available, they will relieve themselves on the floor. This causes great shame and embarrassment, and someone in your family will have to clean up the mess.

- ✦ Energy (bed): Buy a sufficient number of beds for your Sims. A shot of coffee or espresso provides a temporary energy boost, but it is not recommended as a long-term solution.
- ✦ Fun (TV): The boob tube is the easiest and cheapest way to give your Sims a break from their daily grinds. You can add more exciting items later, but this is your best choice early on.
- ✦ Social (telephone): Of all the Sims' needs, you can ignore this one while you focus on setting up your house. Don't force your Sims into a solitary lifestyle. Other Sims may walk by the house from time to time, but you'll have a more stimulating social life after buying a telephone. And it's the only way to order services like the maid, gardener, and repairman.
- ✦ Room (windows, lamps): Sims like light. Table lamps are the cheapest, but they can only be placed on raised surfaces. As your game progresses, you can add decorations and landscaping to boost the Room score. Don't let the word "room" fool you. Even the backyard and front walkway have Room scores, so pay attention to the whole environment.

## Sims Can Be Hard to Please



Bella claps when she sees her new phone, but after viewing "Snails with Icicles in Nose," she is indifferent.



Given a fat bank account, it would seem that you can always cheer up your Sims with a few expensive purchases. Not exactly. While you are spending your Simoleons, the Sims compare everything you buy to everything they already own. If you fail to keep your Sims in the manner to which they are accustomed, their responses to your new objects may be indifferent or negative. When you make a purchase, the game uses an assessment formula to calculate your Sim's response. The logic goes like this:

1. The formula calculates the average value of everything in your house (including outdoor items).
2. It subtracts 10 percent of the new object's value for each existing copy of the same item. Don't expect your family members to jump for joy if you add a hot tub to every room in the house.
3. Finally, it compares the value of the new object to all existing objects in your house.

If the new purchase is worth 20 percent or more above the average value of current items, the Sim exhibits a positive response by clapping.

If the new object is within 20 percent (above or below) of the current average value of all items in your household, the Sim gives you an uninspired shrug. If the new object is less than 20 percent below the average value, your Sim waves it off and you'll see a red X through the object.

## Your Diminishing Net Worth

When times are tough, you can raise cash by selling objects in your house. On household items that absorb daily wear and tear, you will never match your initial investment, thanks to instant depreciation. As time goes on, your belongings lose value until they reach their depreciation limits. However, some items, like paintings and sculptures, increase in value. The following table lists many objects in *The Sims* (alphabetically by type), including purchase price and depreciated values.

## Object Depreciation

Name	Purchase Price	Initial Depreciation	Daily Depreciation	Depreciation Limit
<b>Alarm: Burglar</b>	\$250	\$62	\$2	\$50
<b>Alarm: Smoke</b>	\$50	\$12	\$1	\$10
<b>Aquarium</b>	\$200	\$30	\$2	\$80
<b>Aroma Machine</b>	\$2,500	\$350	\$1	\$650
<b>Artist's Block</b>	\$500	\$260	\$1	\$260
<b>Barbecue</b>	\$350	\$70	\$4	\$105
<b>Basketball Hoop</b>	\$650	\$98	\$6	\$260
<b>Bathtub (Justa)</b>	\$800	\$160	\$8	\$240
<b>Bathtub (Sani-Queen)</b>	\$1,500	\$300	\$15	\$450
<b>Bathtub (Hydrothera)</b>	\$3,200	\$640	\$32	\$960
<b>Beach Simulator</b>	\$1,000	\$130	\$1	\$320

### TIP

Although depreciation reduces the value of your furnishings over time, there is a buyer's remorse period when you can return the item for full value (if it has been less than 24 hours since you purchased it). If you have second thoughts about that new hot tub, select the item and press **■** to sell it.



This bookcase cost \$500 when it was new, but in one day, the selling price dropped to \$425.

Name	Purchase Price	Initial Depreciation	Daily Depreciation	Depreciation Limit
Bed: Double (Cheap Eazzzzze)	\$450	\$68	\$4	\$180
Bed: Double (Napoleon)	\$1,000	\$150	\$10	\$400
Bed: Double (Mission)	\$3,000	\$450	\$30	\$1,200
Bed: Single (Spartan)	\$300	\$45	\$3	\$120
Bed: Single (Tyke Nyte)	\$450	\$68	\$4	\$180
Bench: Garden	\$250	\$38	\$2	\$100
Beverage Bar	\$800	\$120	\$8	\$320
Beverage Cooler	\$100	\$15	\$1	\$40
Bookcase: Pine	\$250	\$38	\$2	\$100
Bookcase: Amishim	\$500	\$75	\$5	\$200
Bookcase: Libri di Regina	\$900	\$135	\$9	\$360
Bug Zapper	\$300	\$35	\$3	\$152
Chair: Deck	\$150	\$22	\$2	\$60
Chair: Dining (Werkbunnst)	\$80	\$12	\$1	\$32
Chair: Dining (Empress)	\$600	\$90	\$6	\$240
Chair: Living Room (Country Class)	\$250	\$38	\$2	\$100
Chair: Living Room (Sarrbach)	\$500	\$75	\$5	\$200
Chair: Office	\$100	\$15	\$1	\$40
Chair: Recliner (Von Braun)	\$850	\$128	\$8	\$340
Chess Set	\$500	\$75	\$5	\$200
Clock: Alarm	\$30	\$4	\$1	\$12
Clock: Grandfather	\$3,500	\$525	\$35	\$1,400
Coffee Espresso Machine	\$450	\$90	\$4	\$135
Coffeemaker	\$85	\$17	\$1	\$26
Computer (Moneywell)	\$999	\$250	\$10	\$200
Computer (Microscotch)	\$1,800	\$450	\$18	\$360
Computer (Meet Marco)	\$6,500	\$1,625	\$65	\$1,300
Couch (Contempto)	\$180	\$27	\$2	\$72
Couch (Country Class)	\$450	\$68	\$4	\$180
Couch (Deiter)	\$1,100	\$165	\$11	\$440
Couch: Loveseat (Contempto)	\$150	\$22	\$2	\$60
Couch: Loveseat (Country Class)	\$340	\$51	\$3	\$136
Couch: Loveseat (Luxuriare)	\$875	\$131	\$9	\$350
Counter: Bath (Count Blanc)	\$400	\$60	\$4	\$160
Counter: Kitchen (NuMica)	\$150	\$22	\$2	\$60
Counter: Kitchen (Tiled)	\$250	\$38	\$2	\$100
Desk (Mesquite)	\$80	\$12	\$1	\$32
Desk (Cupertino)	\$220	\$33	\$2	\$88
Desk (Redmond)	\$800	\$120	\$8	\$320
Dishwasher (Dish Duster)	\$550	\$110	\$6	\$165
Dishwasher (Fuzzy Logic)	\$950	\$190	\$10	\$285
Doll House	\$180	\$27	\$2	\$72
Dresser (Pinegulcher)	\$250	\$38	\$2	\$100
Dresser (KinderStuff)	\$300	\$45	\$3	\$120
Dresser (Oak Armoire)	\$550	\$82	\$6	\$220





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Name	Purchase Price	Initial Depreciation	Daily Depreciation	Depreciation Limit
Dresser (Antique Armoire)	\$1,200	\$180	\$12	\$480
Easel	\$250	\$38	\$2	\$100
Exercise Machine	\$700	\$105	\$7	\$280
Flamingo	\$12	\$2	\$1	\$5
Food Processor	\$220	\$44	\$2	\$66
Fountain	\$700	\$105	\$7	\$280
Hot Tub (WhirlWizard)	\$6,500	\$1,300	\$65	\$1,950
Hot Tub (Libidinex)	\$10,000	\$1,200	\$1	\$2,400
Lamp: Floor (Halogen)	\$50	\$8	\$1	\$20
Lamp: Floor (Torchsteronne)	\$350	\$52	\$4	\$140
Lamp: Garden	\$50	\$7	\$1	\$20
Lamp: Table (Bottle)	\$25	\$4	\$1	\$10
Lamp: Table (Elite)	\$180	\$27	\$2	\$72
Medicine Cabinet	\$125	\$19	\$1	\$50
Microwave	\$250	\$50	\$2	\$75
Mirror: Floor	\$150	\$22	\$2	\$60
Mirror: Vanity	\$1,000	\$10	\$350	N/A
Mirror: Wall	\$100	\$15	\$1	\$40
Monkey Butler	\$15,000	\$3,750	\$150	\$3,000
Piano	\$3,500	\$525	\$35	\$1,400
Pinball Machine	\$1,800	\$450	\$18	\$360
Plant: Big (Rubber)	\$120	\$18	\$1	\$48
Plant: Big (Cactus)	\$150	\$22	\$2	\$60
Plant: Big (Jade)	\$160	\$24	\$2	\$64
Plant: Small (Violets)	\$30	\$4	\$1	\$12
Plant: Small (Spider)	\$35	\$5	\$1	\$14
Plant: Small (Geranium)	\$45	\$7	\$1	\$18
Play Structure	\$1,200	\$180	\$12	\$480
Pool Table	\$4,200	\$630	\$42	\$1,680
Range (Dialectric)	\$400	\$80	\$4	\$120
Range (Pyrotorre)	\$1,000	\$200	\$10	\$300
Refrigerator (Llamark)	\$600	\$120	\$6	\$180
Refrigerator (Porcina)	\$1,200	\$240	\$12	\$360
Refrigerator (Freeze Secret)	\$2,500	\$500	\$25	\$750
Shower (SpaceMiser)	\$650	\$130	\$6	\$195
Shower (Sonic)	\$3,999	\$350	\$1	\$600
Sink: Bathroom Pedestal	\$400	\$80	\$4	\$120
Sink: Kitchen (Single)	\$250	\$50	\$2	\$75
Sink: Kitchen (Double)	\$500	\$100	\$5	\$150
Sprinkler	\$65	\$12	\$1	\$36
Stereo: Boom Box	\$100	\$25	\$1	\$20
Stereo (Zimantz)	\$650	\$162	\$6	\$130

Name	Purchase Price	Initial Depreciation	Daily Depreciation	Depreciation Limit
<b>Stereo (Strings)</b>	<b>\$2,550</b>	<b>\$638</b>	<b>\$26</b>	<b>\$510</b>
<b>Strip Poker Table</b>	<b>\$600</b>	<b>\$60</b>	<b>\$1</b>	<b>\$160</b>
<b>Table: Dining (NuMica)</b>	<b>\$95</b>	<b>\$14</b>	<b>\$1</b>	<b>\$38</b>
<b>Table: Dining (Mesa)</b>	<b>\$450</b>	<b>\$68</b>	<b>\$4</b>	<b>\$180</b>
<b>Table: End (Pinegulcher)</b>	<b>\$40</b>	<b>\$6</b>	<b>\$1</b>	<b>\$16</b>
<b>Table: End (Wicker)</b>	<b>\$55</b>	<b>\$8</b>	<b>\$1</b>	<b>\$22</b>
<b>Table: End (KinderStuff)</b>	<b>\$75</b>	<b>\$11</b>	<b>\$1</b>	<b>\$30</b>
<b>Table: End (Anywhere)</b>	<b>\$120</b>	<b>\$18</b>	<b>\$1</b>	<b>\$48</b>
<b>Table: End (Mission)</b>	<b>\$250</b>	<b>\$38</b>	<b>\$2</b>	<b>\$100</b>
<b>Table: Outdoor (Backwoods)</b>	<b>\$200</b>	<b>\$30</b>	<b>\$2</b>	<b>\$80</b>
<b>Table: Teppanyaki</b>	<b>\$3,000</b>	<b>\$145</b>	<b>\$660</b>	<b>\$201</b>
<b>Telephone</b>	<b>\$75</b>	<b>\$19</b>	<b>\$1</b>	<b>\$15</b>
<b>Toaster Oven</b>	<b>\$100</b>	<b>\$20</b>	<b>\$1</b>	<b>\$30</b>
<b>Toilet (Hygeia-O-Matic)</b>	<b>\$300</b>	<b>\$60</b>	<b>\$3</b>	<b>\$90</b>
<b>Toilet (Flush Force)</b>	<b>\$1,200</b>	<b>\$240</b>	<b>\$12</b>	<b>\$360</b>
<b>Toy Box</b>	<b>\$50</b>	<b>\$8</b>	<b>\$1</b>	<b>\$20</b>
<b>Train Set: Large</b>	<b>\$955</b>	<b>\$239</b>	<b>\$10</b>	<b>\$191</b>
<b>Train Set: Small</b>	<b>\$80</b>	<b>\$20</b>	<b>\$1</b>	<b>\$16</b>
<b>Trash Compactor</b>	<b>\$375</b>	<b>\$75</b>	<b>\$4</b>	<b>\$112</b>
<b>Treadmill:</b>	<b>\$1,200</b>	<b>\$105</b>	<b>\$1</b>	<b>\$280</b>
<b>Tree Swing:</b>	<b>\$1,200</b>	<b>\$75</b>	<b>\$1</b>	<b>\$350</b>
<b>TV (Monochrome)</b>	<b>\$85</b>	<b>\$21</b>	<b>\$1</b>	<b>\$17</b>
<b>TV (Trottco)</b>	<b>\$500</b>	<b>\$125</b>	<b>\$5</b>	<b>\$100</b>
<b>TV (Soma)</b>	<b>\$3,500</b>	<b>\$875</b>	<b>\$35</b>	<b>\$700</b>
<b>VR Glasses</b>	<b>\$2,300</b>	<b>\$575</b>	<b>\$23</b>	<b>\$460</b>

## The Sims Buying Guide

The following sections represent the eight item categories that appear when you select Buy in the Modes menu. We've added a few subcategories to make it easier to find a specific object. The efficiency value (a number from 1 to 10 in parentheses following the motive) is an indicator of how well the item satisfies each motive. You get what you pay for in *The Sims*, so an \$80 chair doesn't stack up to an \$850 recliner when it comes to boosting your comfort level, and it cannot restore energy.

### Seating

#### CHAIRS

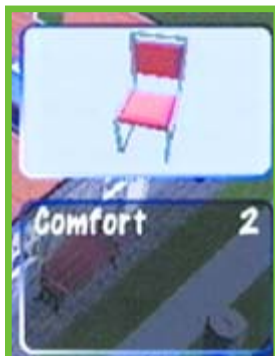
There are three types of chairs in *The Sims*: movable, stationary, and reclining. It is important to get the right chair for the job. You need movable chairs for computer desks and tables, so your Sims can slide back and forth. If your budget is tight, you can use these chairs for watching TV or reading, but their Comfort ratings are low. High-ticket dining room chairs may also be used at the computer, but it is probably overkill. You are better off placing them in the dining room where you receive greater benefit from their enhanced Room ratings.

Stationary chairs are cushier and nicely upholstered, and they provide more comfort. The reclining chairs are top of the line, giving you increased comfort and the added benefit of being able to catch a few Z's in the reclining position.

TIP

Chair placement is critical, especially around tables. A Sim will not move a chair from side to side, only forward and backward. Properly position the chair, or the Sim will not be able to utilize the table (or what is on it). Don't trap a Sim in a corner when a chair is pulled out. For example, if a child is playing with a train set in the corner of the room and another Sim pulls out a chair to use the computer, the child would be trapped in the corner until the computer user is finished.

### Werkbunnst All Purpose Chair



Type: Movable  
Cost: \$80  
Motives: Comfort (2)

### Posture Plus Office Chair



Type: Movable  
Cost: \$100  
Motives: Comfort (3)

### Deck Chair by Survivall



Type: Movable  
Cost: \$150  
Motives: Comfort (3)

### Country Class Armchair



Type: Stationary  
Cost: \$250  
Motives: Comfort (4)

### The "Sarrbach" by Werkbunnst



Type: Stationary  
Cost: \$500  
Motives: Comfort (6)

### Empress Dining Room Chair



Type: Movable  
Cost: \$600  
Motives: Comfort (4),  
Room (2)

### "Von Braun" Recliner



Type: Movable  
Cost: \$850  
Motives: Comfort (9),  
Room (3)



## COUCHES

Sitting down is fine for reading, eating, or working, but for serious vegging, your Sims need a couch. When selecting a couch, function is more important than quality. If you are looking for a place to take naps, pay attention to the Energy rating. A multipurpose couch should have good Energy and Comfort ratings. If you are furnishing your party area, select one that looks good, thereby enhancing your Room rating. Stay away from the cheapest couches (under \$200). For a few extra Simoleons, a medium-priced couch will make your Sims a lot happier. If you can afford it, dress your garden with the outdoor bench. You can't sleep on it, but it looks great.

### Contempto Loveseat



Cost: \$150  
Motives: Comfort (3),  
Energy (4)

### Contempto Couch



Cost: \$180  
Motives: Comfort (2),  
Energy (5)



## Parque Fresco del Aire Bench



Cost: \$250  
Motives: Comfort (2)

## Country Class Loveseat



Cost: \$340  
Motives: Comfort (5),  
Energy (4)

## Country Class Sofa



Cost: \$450  
Motives: Comfort (5),  
Energy (5)

## Luxuriare Loveseat



Cost: \$875  
Motives: Comfort (8),  
Energy (4),  
Room (2)

## "The Deiter" by Werkbunnst



Cost: \$1,100  
Motives: Comfort (8),  
Energy (5),  
Room (3)



## BEDS

Getting enough sleep is one of the most frustrating goals in *The Sims*, especially when a new baby is in the house or your car pool arrives at some ungodly hour of the morning. In the early stages of a game, it is not important to buy a designer bed. However, an upgrade later on is well worth the money, because a top-of-the-line bed will recharge your Energy bar faster.

### Spartan Special



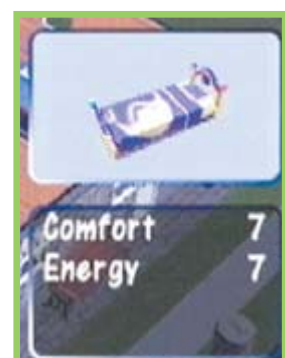
Cost: \$300  
Motives: Comfort (6),  
Energy (7)

### Cheap Eazzzzle Double Sleeper



Cost: \$450  
Motives: Comfort (7),  
Energy (8)

### Tyke Nyte Bed



Cost: \$450  
Motives: Comfort (7),  
Energy (7)

## Napoleon Sleigh Bed



Cost: \$1,000  
Motives: Comfort (8),  
Energy (9)

## Modern Mission Bed



Cost: \$3,000  
Motives: Comfort (9),  
Energy (10),  
Room (3)



## Surfaces

Sims will eat or read standing up if they have to, but they won't be happy about it. Improve everybody's mood by adding various types of surfaces to your home. Many objects require elevated surfaces, so allow enough room for nightstands (alarm clock, lamps), tables (computer), and countertops (microwave, coffeemaker, etc.), when designing the interior of your house. Your Sims cannot prepare food on a table, so provide a countertop in the kitchen, or they may wander into the bathroom to chop veggies on the counter.

**TIP**

*The tops of your large kitchen appliances (except refrigerators) can be used as work surfaces.*

## COUNTERTOPS

### NuMica Kitchen Counter



Cost: \$150  
Motives: None

### Tiled Counter



Cost: \$250  
Motives: None

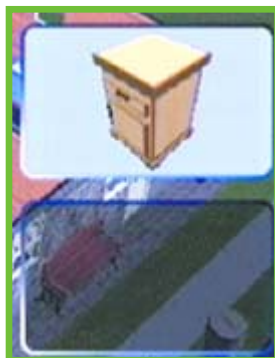
## END TABLES

### Count Blanc Bathroom Counter



Cost: \$400  
Motives: None

### Pinegulcher End Table



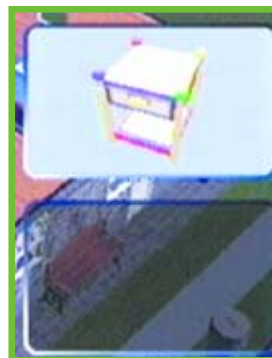
Cost: \$40  
Motives: None

### Wicked Breeze End Table



Cost: \$55  
Motives: None

### KinderStuff Nightstand



Cost: \$75  
Motives: None

## DESKS/TABLES

**"Anywhere"  
End Table**



Cost: \$120  
Motives: None

**Modern Mission  
End Table**



Cost: \$250  
Motives: Room (1)

**Mesquite  
Desk/Table**



Cost: \$80  
Motives: None

**NuMica Folding  
Card Table**



Cost: \$95  
Motives: None

**Backwoods Table by  
Survivall**



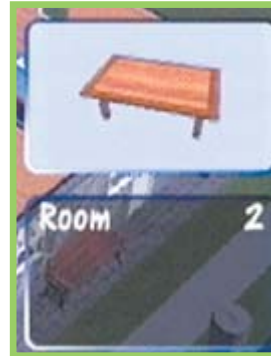
Cost: \$200  
Motives: None

**London "Cupertino"  
Collection Desk/Table**



Cost: \$220  
Motives: None

**London "Mesa"  
Dining Design**



Cost: \$450  
Motives: Room (2)

**The "Redmond"  
Desk/Table**



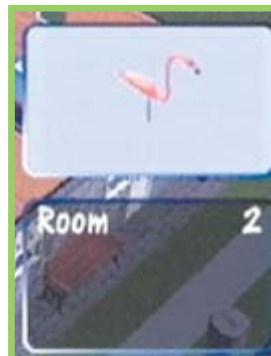
Cost: \$800  
Motives: Room (2)

## Decorative

After the essential furnishings are in place, you can improve your Room score with the addition of decorative objects. Some items, like the grandfather clock and aquarium, require regular maintenance, but most decorative items exist solely for your Sims' viewing pleasure. You might get lucky and buy a painting or sculpture that goes up in value. Some, like the aquarium and fountain enhance the Room score and have Fun value.

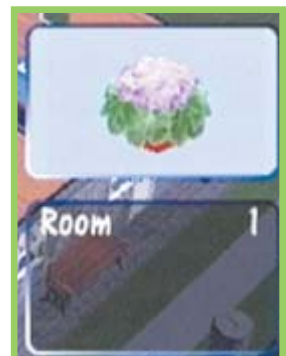


**Pink Flamingo**



Cost: \$12  
Motives: Room (2)

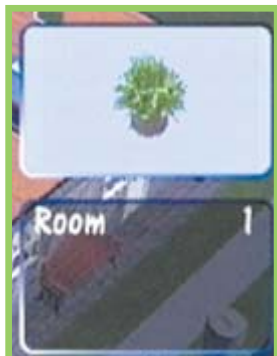
**African Violet**



Cost: \$30  
Motives: Room (1)



## Spider Plant



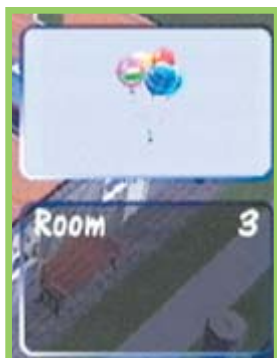
Cost: \$35  
Motives: Room (1)

## "Roxana" Geranium



Cost: \$45  
Motives: Room (1)

## What a Gas! Party Balloons



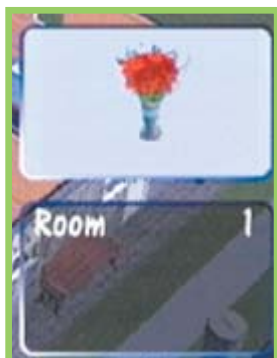
Cost: \$50  
Motives: Room (3)

## Watercolor by J.M.E.



Cost: \$75  
Motives: Room (1)

## Queen Vivanco Roses



Cost: \$99  
Motives: Room (1)

## Rubber Tree Plant

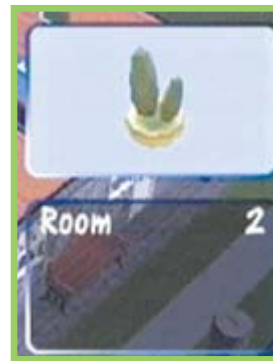


Cost: \$120  
Motives: Room (2)



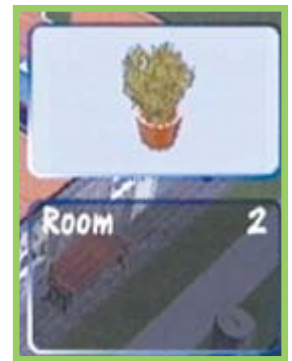


**Echinopsis  
Maximus Cactus**



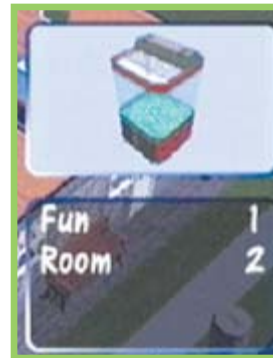
Cost: \$150  
Motives: Room (2)

**Jade Plant**



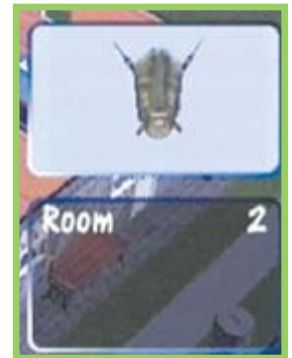
Cost: \$160  
Motives: Room (2)

**Poseidon's Adventure  
Aquarium**



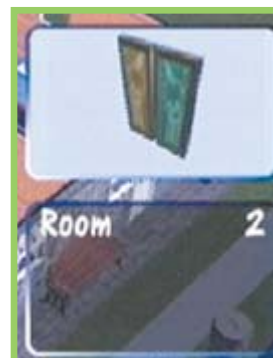
Cost: \$200  
Motives: Fun (1),  
Room (2)

**Old Movie Prop**



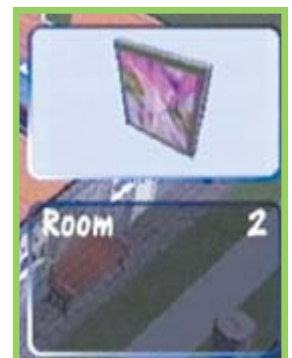
Cost: \$210  
Motives: Room (2)

**"Bi-Polar" by  
Conner I.N.**



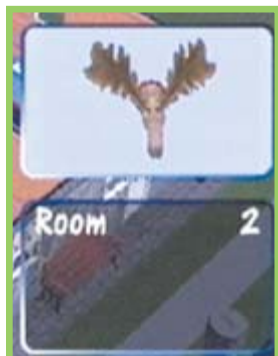
Cost: \$240  
Motives: Room (2)

**"Delusion de  
Grandeur"**



Cost: \$360  
Motives: Room (2)

**Beaver Pelt by Moosehead**



Cost: \$450  
Motives: Room (2)

**Floor Rug by Leopard Life**



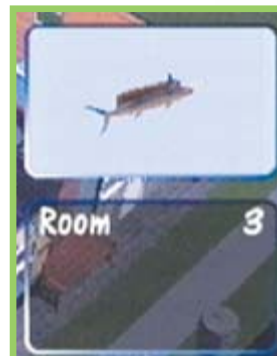
Cost: \$460  
Motives: Room (2)

**Fountain of Tranquility**



Cost: \$700  
Motives: Fun (1),  
Room (2)

**SinBad's Stuffed Marlin**



Cost: \$777  
Motives: Room (3)

**"Hazard the Guess" by Connor Tiist**



Cost: \$950  
Motives: Room (3)

**"Blind Date" by I. Roney**



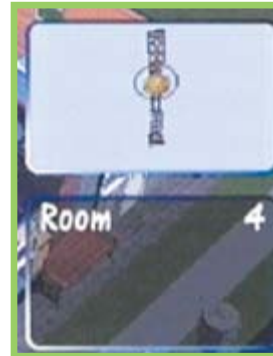
Cost: \$1,020  
Motives: Room (3)





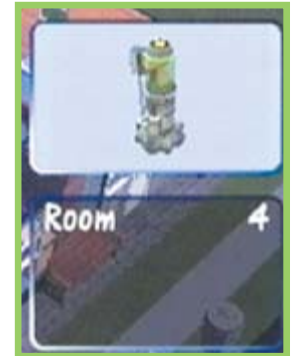


**"Scylla and Charybdis"**



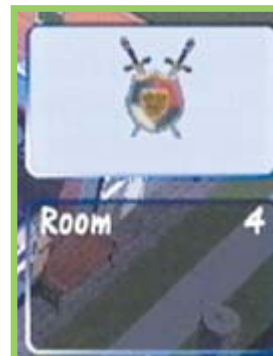
Cost: \$1,450  
Motives: Room (4)

**Head in Curio Jar**



Cost: \$1,470  
Motives: Room (4)

**Highbrau Coat of Arms**



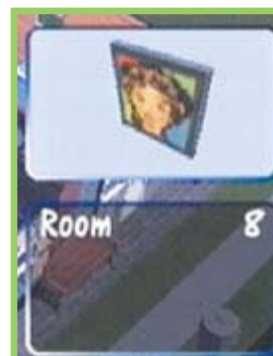
Cost: \$1,800  
Motives: Room (4)

**"Snails with Icicles in Nose"**



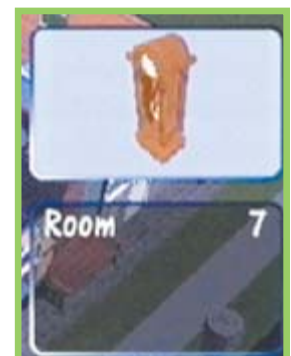
Cost: \$2,140  
Motives: Room (5)

**"Portrait Grid" by Payne A. Pitcher**



Cost: \$3,200  
Motives: Room (8)

**Grandfather Clock**



Cost: \$3,500  
Motives: Room (7)

### Blue China Vase



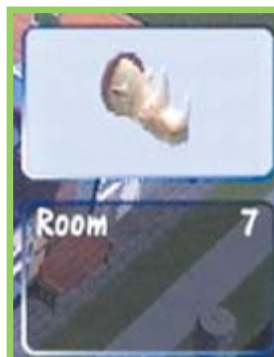
Cost: \$4,260  
Motives: Room (7)

### Faux Bearskin Rug



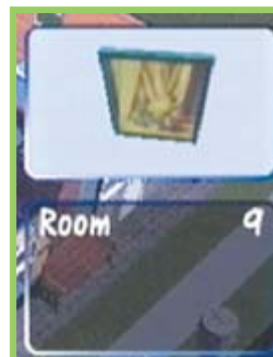
Cost: \$4,300  
Motives: Room (7)

### White Rhino Re-enactment



Cost: \$4,800  
Motives: Room (7)

### "Still Life, Drapery and Crumbs"



Cost: \$7,600  
Motives: Room (9)

### "Eruption of Decadence" Tapestry



Cost: \$8,100  
Motives: Room (9)

### Antique Persian Rug



Cost: \$8,200  
Motives: Room (7)



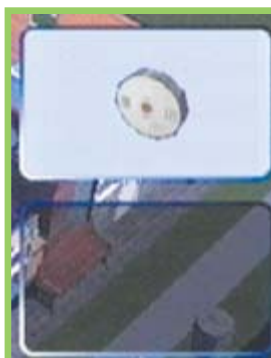
## Electronics

This is a veritable potpourri of high-tech gadgetry, ranging from potentially lifesaving items like smoke detectors to nonessential purchases like a pinball game and virtual reality headset. Because of the varied mix of items, we've listed them according to their appearance on the menu. Beyond the critical electronics items—smoke detector, burglar alarm, telephone, TV, and computer—focus on items with group activity potential, especially if you like socializing and throwing parties. We've added a Notes category containing important usage tips.

**TOP**

*Some electronics items break down on a regular basis, so bone up on Mechanical skills. Until you have a qualified fix-it Sim in the house, you'll be shelling out \$50 an hour for a repairman.*

### FireBrand Smoke Detector



Cost: \$50  
Motives: None

**Notes:** A single detector covers one room. Place a detector in any room that has a stove or fireplace.

### SCTC Cordless Wall Phone



Cost: \$75  
Motives: None

**Notes:** Place these phones wherever your Sims spend a lot of time.

## Urchineer Train Set by Rip Co.



Cost: \$80  
Motives: Fun (2)

**Notes:** Group activity; this can only be used by kids.

## Monochrome TV



Cost: \$85  
Motives: Fun (2)

**Notes:** This TV is for tight budgets, but it gives your Sims mindless fun.

## "Down Wit Dat" Boom Box



Cost: \$100  
Motives: Fun (2)

**Notes:** An inexpensive way to start a party in your front yard.

## SimSafety IV Burglar Alarm



Cost: \$250  
Motives: None

**Notes:** An alarm unit covers one room inside the house, but an outside alarm covers an area within five tiles of the house. The police are called when the alarm goes off.

## Electronic Insect Control System



Cost: \$300  
Motives: None

**Notes:** This bug zapper keeps mosquitoes and other small fliers away from your guests. It also provides entertainment for the Sims. Keep your guests from getting too close, or it will zap them!

## Trottco 27" Color Television B94U



Cost: \$500  
Motives: Fun (4)

**Notes:** A lazy Sim's favorite activity.

## Television Tip

BUYING A TV IS THE EASIEST WAY TO PUT FUN INTO YOUR SIMS' LIVES, AND IT IS A GROUP ACTIVITY. MAXIMIZE THE EFFECT BY MATCHING THE PROGRAM CATEGORY WITH YOUR SIM'S PERSONALITY, AS EXPRESSED IN THE FOLLOWING TABLE:

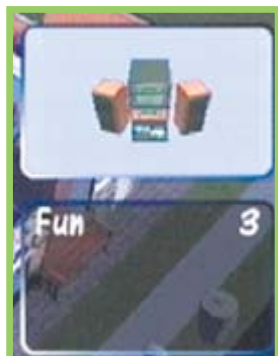
Personality	Favorite TV Show
Outgoing	Romance
Active	Action
Playful	Cartoon
Grouchy	Horror

YOUR TV WILL EVENTUALLY BREAK DOWN, ESPECIALLY IF YOU HAVE A FAMILY OF COUCH POTATOES. DON'T REPAIR THE TV UNLESS YOUR SIM HAS AT LEAST THREE MECHANICAL SKILL POINTS. WITHOUT THE PROPER TRAINING, POKING AROUND INSIDE THE TV WILL RESULT IN ELECTROCUTION.





### Zimantz Component Hi-Fi Stereo



Cost: \$650

Motives: Fun (3)

Notes: Perfect for your big party room.

### OCD Systems SimRailRoad Town



Cost: \$955

Motives: Fun (4), Room (3)

Notes: You need a large area for this train table, but it is an excellent group activity. It also boosts your Room score.

### Moneywell Computer



Cost: \$999

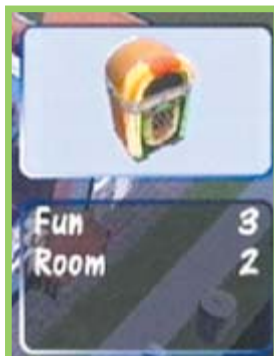
Motives: Fun (3), Study

Notes: All you need is a basic computer for job searching.

## Computer Tips

A COMPUTER IS AN ESSENTIAL HOUSEHOLD ITEM. ASIDE FROM CAREER SEARCH, THE COMPUTER PROVIDES ENTERTAINMENT FOR THE ENTIRE FAMILY, AND HELPS THE KIDS STUDY (HIGHER GRADES MEAN GREATER CHANCES OF CASH BONUSES FROM GRANDPA). PLAYFUL AND LAZY SIMS LOVE THE COMPUTER. IF ONLY SERIOUS SIMS OCCUPY YOUR HOUSE, YOU CAN GRAB A NEWSPAPER AND LET THE TECHNOLOGY AGE PASS YOU BY.

### Wurl 'n' Hurl Retro Jukebox

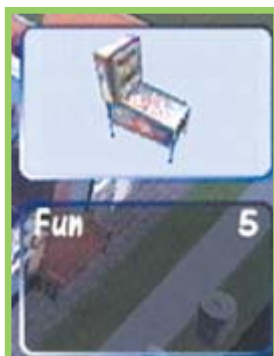


Cost: \$1,199

Motives: Fun (3), Room (2)

Notes: It's more expensive than a basic stereo, but this conversation piece includes a light show and adds to your Room score.

### "See Me, Feel Me" Pinball Machine



Cost: \$1,800

Motives: Fun (5)

Notes: Build a big family room and add a pinball machine to keep your guests occupied for hours.

### Microscotch Covetta Q628-1500JA

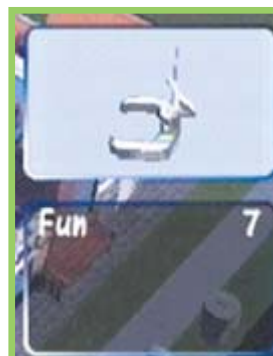


Cost: \$1,800

Motives: Fun (5), Study

Notes: More computer power translates into better gaming.

### SSRI Virtual Reality Set



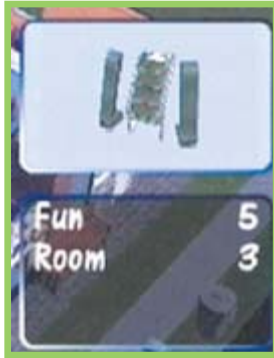
Cost: \$2,300

Motives: Fun (7)

Notes: Playful Sims don VR glasses on their way to the bathroom (even with a full bladder). For grins, wait until a Sim puts on the glasses, then issue another command. The Sim head on the control panel will wear the glasses for the duration of your game.



## Strings Theory Stereo

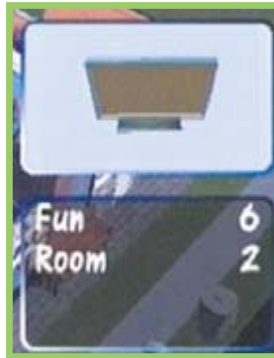


Cost: \$2,550

Motives: Fun (5), Room (3)

**Notes:** This is the ultimate party machine, and the only stereo that enhances your Room rating.

## Soma Plasma TV

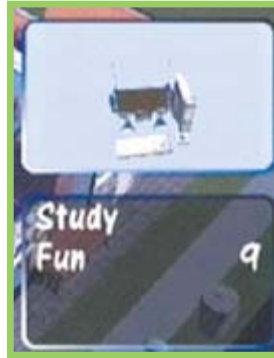


Cost: \$3,500

Motives: Fun (6), Room (2)

**Notes:** Expensive, but it provides instant entertainment for a full house.

## Meet Marco



Cost: \$6,500

Motives: Fun (9), Study

**Notes:** A computer for Sim power users—the family will fight for playing time on this beast.



## Appliances

With the exception of the dishwasher and trash compactor, the Sim appliances are all devoted to the creation of food or java. At a minimum, you need refrigeration. However, if you want your Sims to eat like royalty, train at least one family member in the cooking art, and provide that Sim with the latest culinary tools.

## Mr. Regular-Joe Coffee



Cost: \$85

Motives: Bladder (-1), Energy (1)

**Notes:** Only adults can partake of the coffee rush. The effects are temporary, but sometimes it's the only way to get rolling.

## Brand Name Toaster Oven



Cost: \$100

Motives: Hunger (1)

**Notes:** This little roaster is better at starting fires than cooking food. Why bother—improve your Cooking skill and buy a real oven. Until then, use a microwave.

## XLR8R Food Processor



Cost: \$220

Motives: Hunger (2)

**Notes:** A food processor speeds up meal preparation and enhances food quality.

## Positive Potential Microwave



Cost: \$250

Motives: Hunger (2)

**Notes:** You can warm your food without burning down the house.



### Wild Bill THX-451 Barbecue



Cost: \$350  
Motives: Hunger (4)

Notes: Only experienced adult chefs should fire up the barbecue. Don't position the grill near flammable items.

### Junk Genie Trash Compactor



Cost: \$375  
Motives: None

Notes: A compactor holds more garbage than a trash can, and even when it is full, it will not degrade the Room rating because the trash is concealed.

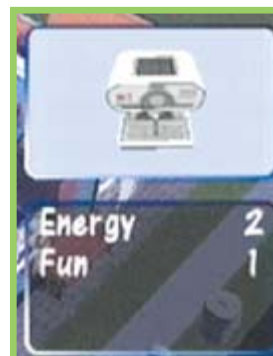
### Dialectric Free Standing Range



Cost: \$400  
Motives: Hunger (5)

Notes: After raising your cooking skills to three or above, you can create nutritious (and satisfying) meals on this stove.

### Gagma Simore Espresso Machine



Cost: \$450  
Motives: Bladder (-2), Energy (2), Fun (1)

Notes: If you want a morning jolt, espresso is the way to go. You'll fill your bladder twice as fast as with regular coffee, but you gain energy.

### Dish Duster Deluxe



Cost: \$550  
Motives: Dirty dishes lower your Room score.

Notes: Kids can't use the dishwasher, but it still cuts cleanup time. Sims can use the countertop for placing other items.

### Llamark Refrigerator



Cost: \$600  
Motives: Hunger (6)

Notes: This model is sufficient while your Sims build up their Cooking skills.

### Fuzzy Logic Dishwasher



Cost: \$950  
Motives: Dirty dishes lower your Room score.

Notes: The Cadillac of dishwashers cleans up kitchen messes in a snap. This model has fewer breakdowns than the Dish Duster.

### The "Pyrotorre" Gas Range



Cost: \$1,000  
Motives: Hunger (7)

Notes: A skilled chef will create works of art on this stove.

## NOTE

*Although an expensive stove will enhance your Sim meals, it is only one of three steps in the cooking process. To maximize the potential of your stove, you must also have an excellent refrigerator for storage and a food processor for efficient preparation.*



## Porcina Refrigerator Model Pig-S



Cost: \$1,200

Motives: Hunger (7)

Notes: This model produces more satisfying food for your Sims.

## Freeze Secret Refrigerator



Cost: \$2,500

Motives: Hunger (8)

Notes: This is the best place to store your food. When matched with a food processor, gas stove, and an experienced chef, this refrigerator will leave your Sims licking their lips.



## Plumbing

Sims can't carry buckets to the well for their weekly baths, and the outhouse hasn't worked in years, so you need to install various plumbing objects to maintain a clean, healthy environment. Not every plumbing object is essential, but you can't beat a relaxing hour in the hot tub with a few of your friends (or acquaintances).

### Hydronomic Kitchen Sink

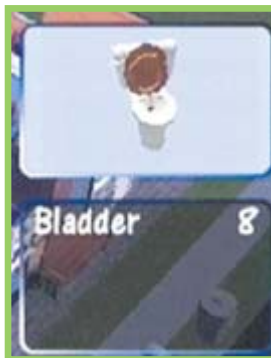


Cost: \$250

Motives: Hygiene (2)

Notes: Without it the Sims would wash dishes in the bathroom.

### Hygeia-O-Matic Toilet

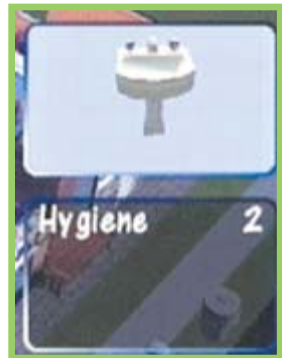


Cost: \$300

Motives: Bladder (8)

Notes: Hey, the floor is your only other option.

### "Andersonville" Pedestal Sink



Cost: \$400

Motives: Hygiene (2)

Notes: Neat Sims like to wash their hands after using the toilet.

### Epikouros Kitchen Sink



Cost: \$500

Motives: Hygiene (3)

Notes: This double sink is twice as big as the single, but a dishwasher is a better investment.



### SpaceMiser Shower



Cost: \$650

Motives: Hygiene (6)

**Notes:** This is basic equipment in a Sims bathroom. One Sim can shower at a time, and the neat ones linger longer than the sloppy ones. Sims are shy if they are not in love with a housemate, so you may need more than one shower (and bathroom) to prevent a traffic jam.

### Justa Bathtub



Cost: \$800

Motives: Comfort (3), Hygiene (6)

**Notes:** Your Sims get a double benefit from a relaxing bath when they have a little extra time.

### Flush Force 5 XLT

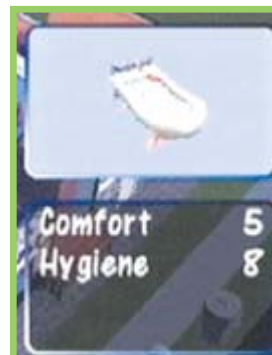


Cost: \$1,200

Motives: Comfort (4), Bladder (8)

**Notes:** Your Sims can't go to the ballpark to get a good seat, but they can sit in a lap of luxury in the bathroom.

### Sani-Queen Bathtub



Cost: \$1,500

Motives: Comfort (5), Hygiene (8)

**Notes:** It's almost twice the price of Justa Bathtub, but the added Comfort and Hygiene points are worth it.

### Hydrothera Bathtub



Cost: \$3,200

Motives: Comfort (8), Hygiene (10)

**Notes:** The most fun a Sim can have alone. Save your Simoleons, buy it, and listen to sounds of relaxation.

### Sonic Shower



Cost: \$3,999

Motives: Comfort (8), Hygiene (10)

**Notes:** This high-tech electronic shower leaves your Sim gleaming, and unlike a regular shower, it also provides comfort. However, kids cannot use the sonic, and you must clean it regularly, or risk a malfunction.

### WhirlWizard Hot Tub

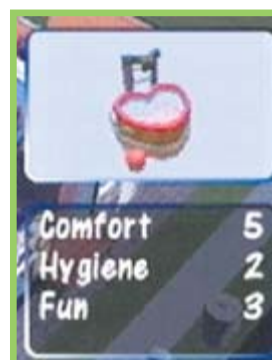


Cost: \$6,500

Motives: Comfort (6), Hygiene (2), Fun (2)

**Notes:** Up to four adult Sims can relax, mingle, and begin lasting relationships in the hot tub.

### Libidinex Spa System



Cost: \$10,000

Motives: Comfort (5), Hygiene (2), Fun (3)

**Notes:** This two-Sim spa has a naughty feature that lets two compatible Sims "play" underwater. What the Sims do is a mystery, but don't be surprised to see a bassinet appear next to the spa.

## Lighting

Sims love natural light, so make sure the sun shines through your windows from every direction. When the sun goes down, your Sims need lighting on the walls, floors, and tables to illuminate their world until bedtime. Although only three lamps listed below directly impact the Room score, the lamps have a collective effect when spread evenly throughout the home. Pay special attention to key activity areas in the kitchen, family room, bedrooms, and bathroom.

### CAUTION!

**Lamp bulbs burn out with use, and you must replace them. Sims can replace their own bulbs, but without Mechanical skills they run the risk of electrocution. Hiring a repairman is another option, but at \$50 per hour, this is costly.**

#### Bottle Lamp



Cost: \$25  
Motives: None

#### Garden Lamp (outdoor use only)



Cost: \$50  
Motives: None

#### Halogen Heaven Lamp by Contempro



Cost: \$50  
Motives: None

#### Oval Glass Sconce



Cost: \$85  
Motives: None

#### Top Brass Sconce



Cost: \$110  
Motives: None

#### Blue Plate Special Sconce



Cost: \$135  
Motives: None

#### Elite Reflections Chrome Lamp



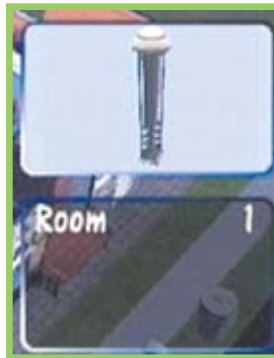
Cost: \$180  
Motives: None

#### Torchosteronne Table Lamp



Cost: \$200  
Motives: Room (1)

#### Torchosteronne Floor Lamp



Cost: \$350  
Motives: Room (1)



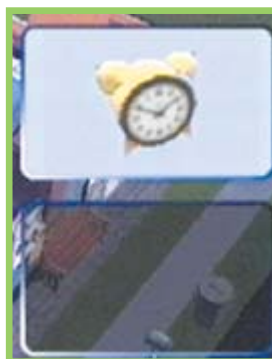


### Miscellaneous

We're down to the objects that have a tough time fitting into a category—everything from bookcases to beverage bars. Don't ignore these items because they are luxuries. Your Sim life would be difficult without a trash can, alarm clock, and bookcase. If you want to improve your Sim's Charisma and Body ratings, you need a mirror and exercise machine. So, after you install the basic objects in your house, look to the Miscellaneous category for objects that will take your Sim lifestyle to the next level.



#### SnoozMore Alarm Clock



Clock: \$30  
Motives: None

**Notes:** After you set your alarm clock, it will ring two hours before the carpool arrives for every working Sim in your house.

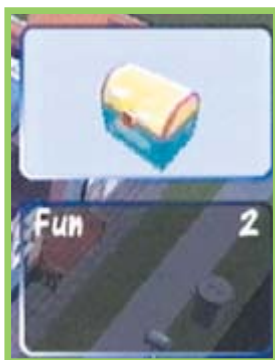
#### Trash Can



Cost: \$30  
Motives: None

**Notes:** Without a place to put trash, your Sim house will become fly-infested.

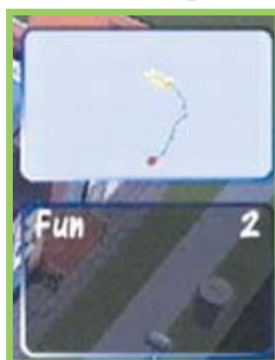
#### Magical Mystery Toy Box



Cost: \$50  
Motives: Fun (2)

**Notes:** This is a good entertainment alternative if your kids are getting bleary-eyed in front of the computer..

#### Happy Thunder Neoscillating Sprinkler



Cost: \$65  
Motives: Fun (2)

**Notes:** Kids love getting wet, and they can play for about three hours after the sprinkler is turned on. The only downside is the chance your kid will trip over the sprinkler and lose a little comfort. You may need to clean up a puddle after the sprinkler shuts down.

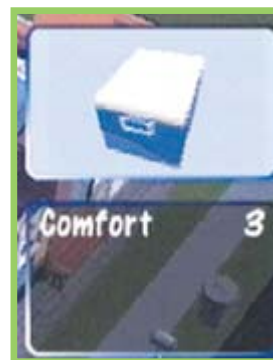
#### Narcisco Wall Mirror



Cost: \$100  
Motives: Improves Charisma skill

**Notes:** Adults can practice speech in front of the mirror to improve their Charisma skill.

#### Slurp 'N' Burp Beverage Cooler

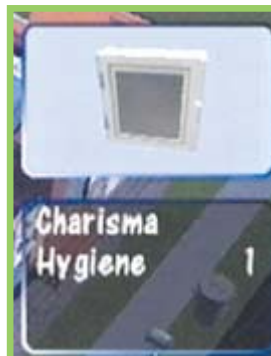


Cost: \$100  
Motives: Comfort (3)

**Notes:** This cooler sits on the ground and provides cool refreshments for your Sims. Restock it after a party, and clean it regularly to keep your guests from being grossed out while fishing for a cold one.



## Medicine Cabinet



Cost: \$125  
Motives: Hygiene (1), improves Charisma skill

Notes: Your Sims can practice speech in the bathroom and improve their Hygiene score at the same time.

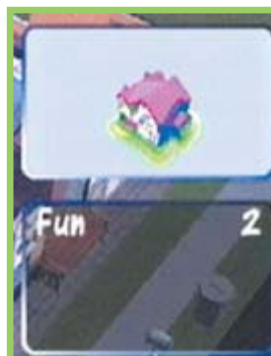
## Narcisco Floor Mirror



Cost: \$150  
Motives: Improves Charisma skill

Notes: Place this mirror anywhere to practice your Charisma skill without locking other Sims out of the bathroom.

## Will Lloyd Wright Doll House



Cost: \$180  
Motives: Fun (2)

Notes: An engaging group activity for kids and adults.

## Cheap Pine Bookcase

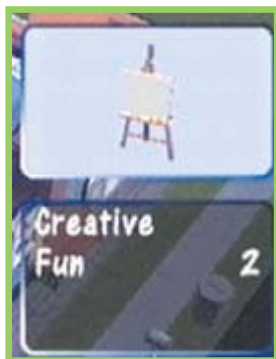


Cost: \$250  
Motives: Fun (1); improve Cooking, Mechanical, and Study skills

Notes: Reading books is the best way to prevent premature death from fires or electrocution.



## "Dimanche" Folding Easel



Cost: \$250  
Motives: Fun (2),  
improves  
Creativity skill

Notes: With practice, a Sim can improve his or her Creativity skill and eventually sell a picture for up to \$166.

## Pinegulcher Dresser



Cost: \$250  
Motives: None  
Notes: A Sim can change into various formal, work, and leisure outfits, and even acquire a new body type.

## KinderStuff Dresser



Cost: \$300  
Motives: None  
Notes: Kids like to dress up, too!

## Chuck Matewell Chess Set



Cost: \$500  
Motives: Fun (2),  
improves  
Logic skill  
Notes: Serious Sims gain the most Fun points by playing chess, and any two Sims can improve their Logic skill by playing each other.







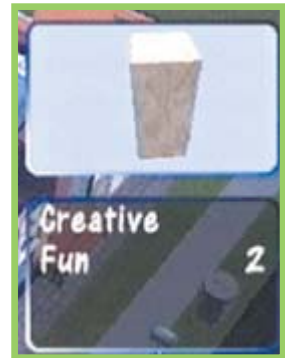
## Amishim Bookcase



Cost: \$500  
 Motives: Fun (2), improves Cooking, Mechanical, and Study skills

Notes: This bookcase awards skill points at the same rate as the cheaper one.

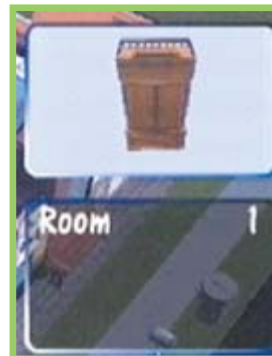
## Artist's Block



Cost: \$500  
 Motives: Fun (1), improve Creativity skill

Notes: Sims can sell the sculptures they create. If another Sim tries to finish a work in progress, and it is beyond his or her ability, the result will be a pile of rubble and a drop in the Sim's happiness.

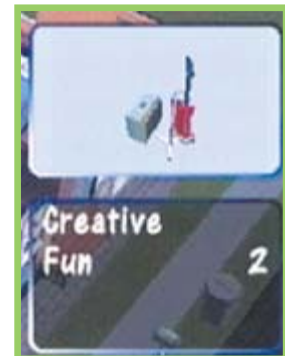
## Traditional Oak Armoire



Cost: \$550  
 Motives: Room (1)

Notes: This dresser allows your Sim to change clothes (body skins). The choices vary, depending upon the Sim's current outfit.

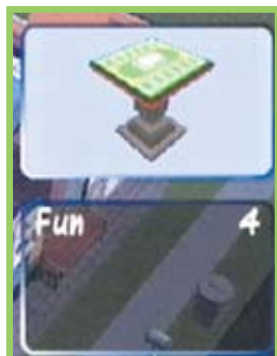
## Beejaphone Guitar



Cost: \$580  
 Motives: Fun (2), improves Creativity skill

Notes: Sims enjoy rocking out, although their early practice sessions with the Beejaphone produce mostly noise. Other Sims in the vicinity will voice their disapproval, but in time, the music is a positive addition to the household.

## Strip Poker Table

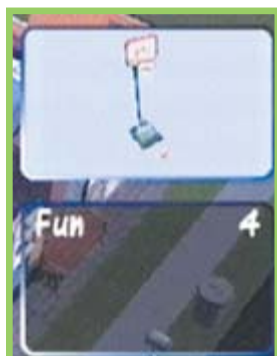


Cost: \$600

Motives: Fun (4)

**Notes:** Two Sims can play strip poker, and other Sims gather around to see who loses their clothes. It's all in fun, but Sims who are less outgoing and playful will get their feelings hurt if they lose.

## SuperDooop Basketball Hoop



Cost: \$650

Motives: Fun (4)

**Notes:** Active Sims love to play hoops, and any visitor is welcome to join the fun. A Sim with higher Body points performs better on the court.

## "Exerto" Benchpress Exercise Machine



Cost: \$700

Motives: Improves  
Body skill

**Notes:** Adult Sims can bulk up their Body points with exercise sessions.

## KraftKing Woodworking Table



Cost: \$720

Motives: Improves  
Mechanical skill

**Notes:** The KraftKing is perfect for a stay-at-home Sim. After a short learning period, a Sim can make 10 or more gnomes in a day and sell them for big Simoleons.



## Bachman Wood Beverage Bar



Cost: \$800

Motives: Hunger (1),  
Fun (3),  
Room (2)

**Notes:** Every drink lowers the Bladder score, but adult Sims like to make drinks for themselves and friends. Kids can grab a soda from the fridge.

## Libri di Regina Bookcase



Cost: \$900

Motives: Fun (3),  
improves  
Cooking,  
Mechanical,  
and Study skills

**Notes:** This stylish bookcase is perfect for a swanky Sim pad, but it imparts skill points at the same rate as the pine model.

## Domestic Beach Simulator

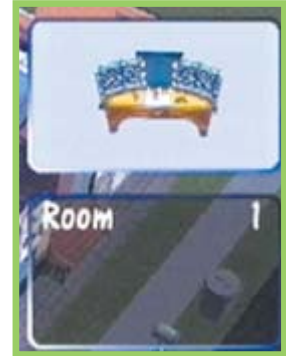


Cost: \$1,000

Motives: Fun (4)

**Notes:** Kids must initiate play on the beach, but adults can join in to help kids create more elaborate sand sculptures. This combined effort also boosts the Social motive. There are five projects, ranging in difficulty from a lump of sand to a giant castle.

## CharisMaster Vanity Table

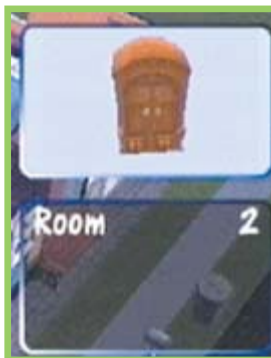


Cost: \$1,000

Motives: Room (1)

**Notes:** If your Sims appear rough around the edges, a session at the CharisMaster will boost their looks.

## Antique Armoire

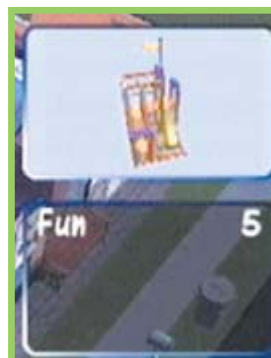


Cost: \$1,200

Motives: Room (2)

**Notes:** This is a more expensive version of the cheaper armoire, but it adds twice as many Room points.

## The Funinator Deluxe



Cost: \$1,200

Motives: Fun (5)

**Notes:** When the house is swarming with kids, send them outside to raise their Fun meter and burn energy.

## PerspirAction Executive Treadmill



Cost: \$1,200

Motives: Improves  
Body skill

**Notes:** If you work your way up from walk to run, the treadmill will get your Sim in top aerobic condition. Be patient, or your Sim will fly off the machine, bringing a painful ending to the workout session.

## SweetsWay Tree Swing



Cost: \$1,200

Motives: Fun (4)

**Notes:** The swing is a great place to socialize, especially with your Sim-sweetie. When two compatible Sims swing together, floating hearts cascade around them.







## Horowitz "Star-Track" Backyard Telescope



Cost: \$2,100  
Motives: Fun (4), improves Logic skill

**Notes:** If you home-school your kids, nothing boosts their grades faster than a telescope. Adults also enjoy stargazing, and they boost their Logic skill at a rapid rate.

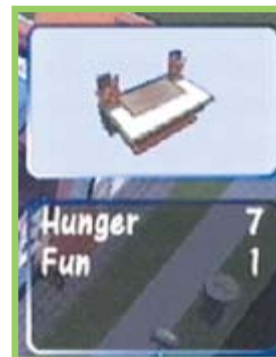
## Aromaster Whifferpuff "Gold"



Cost: \$2,500  
Motives: Affects Comfort, Mood, Energy, and Social

**Notes:** The Aromaster can be the ticket if your parties fall short of "raging." The machine has four settings, so experiment with the fragrances to find the right one for your guests. Do not use the machine if it is broken, or it will emit nasty vapors that will degrade moods and motives.

## Teppanyaki Table



Cost: \$3,000  
Motives: Hunger (7), Fun (1)

**Notes:** In the hands of a great chef, the teppanyaki table can produce memorable dinner parties. Put your most experienced Sim-chef behind the table and enjoy the theatrics. Be prepared for various disasters if a bad cook grabs the knives. The table accommodates up to five Sim guests.

## Chimeway & Daughters Piano



Cost: \$3,500  
Motives: Fun (4), Room (3), improves Creativity skill

**Notes:** The most creative Sims will produce more beautiful music. The better the music, the greater the chance that listeners will like it. If a listener does not like the music, both Sims' Relationship scores will deteriorate.

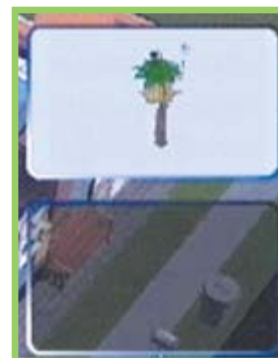
## Aristoscratch Pool Table



Cost: \$4,200  
Motives: Fun (6)

**Notes:** Up to two Sims use the table at the same time. Allow enough room for Sims to get to the table and walk around it during play.

## Meet Major Domo



Cost: \$15,000  
Motives: None

**Notes:** If you can afford the steep price, who wouldn't want their very own monkey butler? Major Domo is a veritable whirlwind of household productivity, trained to cook, clean, fix broken appliances, and entertain your guests. He lives in a hut, and you can summon him any time of day or night for \$20 per session.

# Sim SURVIVAL TIPS

The beauty of playing *The Sims* is that everyone's experience is different. When you take a serious approach to shaping your family, the game can mirror your own life. If you mismanage your Sims, they can sink into despair, waving their little arms in the air over failed relationships, poor career decisions, or even a bad mattress.

This chapter is devoted to the Sims player who wants to go the distance and fight the good fight. Because you can trace most Sim problems to one or more deficient motive scores, we arranged the following tips into separate motive sections. Although some of the information is covered in other chapters, this is meant to be a quick-reference guide in times of crisis. Turn to the appropriate motive and save your Sim's life with one of our game-tested tips.

Of course, you can also take a more devious approach to satisfying, or altering, your Sim's needs. Our Cheats section includes several codes that will make your Sim life less challenging.

## Hunger

*Maximize Food Quality and Preparation Time —*



For the best food quality, upgrade all appliances and countertops. Anything short of the most expensive refrigerator, countertop, stove, etc., reduces the potential Hunger value of your meals. Preparing a meal quickly is all about kitchen design. Align your objects in the order of preparation, beginning with the refrigerator, followed by the food processor, and finishing with the stove. Keep all three appliances close together to shave time off food preparation.



Place an open countertop close to the stove so the food preparer can set plates down when fixing a group meal. Position the dining table and chairs within easy access of the kitchen so your Sims will be encouraged to grab their food, sit together, and boost their Social scores.



It is a good idea to designate one Sim as your chef. Make sure the Sim has easy access to a chair and bookcase, and then set aside time each day to study Cooking. When the resident chef's skill reaches 10, you have achieved the pinnacle of food preparation. The remaining members of your household need only acquire two Cooking points, just enough to keep them from burning down the house.



## CAUTION!

Regularly clear dirty plates from your dining table. Sims will not sit down in front of someone else's food droppings, forcing them to stand and eat if a clean spot is not available. When your Sims wander off and eat in the corner, they lose Comfort points, and are less likely to converse with other Sims.



## Make Breakfast the Night Before



Sim food lasts for at least seven hours before the flies arrive and the food is officially inedible. If you have one Sim in the house who does not work, have him or her prepare dinner for everyone at around midnight. Most Sims should get up by 5 or, at the very latest, 6 a.m. to be on time for their morning jobs (the chef can sleep in). When everyone comes downstairs, breakfast (it's really dinner, but Sims don't care what you call it) is on the counter, fresh and ready to go. You save 20 Sim minutes of morning prep time. The other option is to wake your chef early enough to prepare breakfast before the other Sims stumble out of bed.

## Comfort

### When You Gotta Go, Go in Style



A toilet is often overlooked as a source of comfort. The basic Hygeia-O-Matic toilet costs only \$300, but it provides zero comfort. Spring for the extra \$900 and buy the Flush Force 5 XLT. Your Sims have to use the bathroom anyway, so they should enjoy the four-point Comfort rating boost every time they take a seat.

### Rub Your Sim the Right Way



Giving another Sim a back rub is a great way to increase your chances of seeing Hug and, eventually, Kiss on the social interaction menu. However, don't forget that it also raises the recipient's Comfort level. If your Sim's Comfort level is down, even after a long night's sleep, try a few back rubs. It sends your Sim to work in a better mood, which might be enough to earn the next promotion.



## Hygiene

### Your Mother Was Right



One of the biggest contributors to declining hygiene is the lack of hand-washing after using the bathroom (in *The Sims* and in real life). If your Sim does not have a neat personality, you may need to initiate this action. If you keep it up throughout the day, your Sim will be in better shape in the morning, when a shorter shower can be the difference between making the car pool and missing a day of work.



We love the sonic shower. At \$3,999 it costs a bundle, but the showers are divine—and very fast.

### Flush Your Troubles Away



Sloppy Sims don't flush. This nasty habit could lead to trouble. Toilets that aren't flushed regularly require frequent cleaning, and if no one scours the bowl, a clogged toilet is next. A messy toilet may not affect hygiene, but if your Sim is forced to pee on the floor because the toilet is not working, the Hygiene score drops.

## Bladder



There's no magic formula for relieving a full bladder. To guard against emergencies and puddles on the floor, build two bathrooms side-by-side, or two semi-private stalls in one bathroom. This allows two Sims to use the facilities without infringing on each other's privacy.

**TIP**

*Bladder is one of the strongest motives, so send your Sim to the bathroom before starting a Career skill improvement session. It's a pain to cut short a productive study session just as your Sim is about to earn a point.*

## Energy

### Getting Enough Sleep with Baby



Nothing drains a Sim's Energy bar faster than having a baby in the house. If you want your Sim caregivers to survive the three-day baby period, send them to bed when the baby goes to sleep. This means two or three sleep sessions in one day, instead of a long, uninterrupted night's sleep. The baby never sleeps for a full eight hours; however, if you get five or six hours of sleep with the baby, you'll have enough energy for other important household tasks.

### TIP

*If both of your Sims are employed when the baby comes, this may be a good time for one of them to quit and start a home business. We love the KraftKing woodworking table. It takes time to perfect your work, but after a few days, your products will bring top dollar. Even after the baby matures, you may decide it's more lucrative to stay home and whittle.*



## Kids Are the Ultimate Baby-sitters



It does nothing for their Fun or Social levels, but Sim kids will dutifully care for their baby siblings. When they come home from school, feed them, allow a short play period, and then keep them in the room with the baby (if you're feeling particularly sadistic, you can go into Build mode and wall them in). They respond on their own, but you can direct them to the crib when the baby cries (unless they are too exhausted and need sleep).

## Fun

### Finding the Right Activity for Your Sim



Unless your Sims live in a monastery, you should have plenty of "fun" objects in your house. The trick is matching the right kind of activity with a Sim's personality. In the frenzy of daily schedules and maintaining relationships, it's easy to lose touch with your Sim's personality traits. Press ↓ to visit the Personality menu and review the five traits. Make sure that you have at least one of the following objects readily available to your Sim (the bedroom is a good spot).

### NOTE

*A Sim should have at least six points (bars) in one of the following traits to maximize the recommended activity. A higher number produces faster Fun rewards. To qualify for the opposite trait (e.g., active/lazy, playful/serious) a Sim should have no more than three points in the trait.*



## Favorite Fun Activities

Trait	Best Activities
Neat	Doesn't really figure in the fun equation
Outgoing	TV (Romance), Hot Tub, Pool (if Playful is also high)
Active	Basketball, Stereo (dance), Pool, TV (Action)
Lazy	TV (as long as it's on, they're happy!), Computer, Book
Playful	Any fun object, including Computer, Dollhouse, Train Set, VR Glasses, Pinball, etc.; if also Active, shift to Basketball, Dance, and Pool
Serious	Chess, Newspaper, Book, Paintings (just let them stare)
Nice	Anything
Mean	TV (Horror)

## Reach Out and Entertain Someone



If your Sim does not have access to a fun activity, simply Entertain someone for an instant Fun (and Social) boost. You can usually repeat this activity several times, and it doesn't take much time (great for kids on busy school mornings).

## Social



Satisfying Social requirements is frustrating, especially when Sims are on different work or sleep schedules. Socializing is a group effort, so plan small parties on a regular basis. You'll be amazed at how many Sims are home during the day, enabling you to throw killer parties when playing Get A Life.





## Socializing Tips

- ✦ IT'S OK TO ASK YOUR GUESTS TO LEAVE, ESPECIALLY IF YOUR SIM IS EXHAUSTED. TO SPREAD THE WEALTH, SEND ONE GUEST PACKING AND CALL UP A DIFFERENT ONE. USE THIS ROUND-ROBIN APPROACH TO BUILD AND MAINTAIN SEVERAL CLOSE FRIENDSHIPS.
- ✦ DON'T LET MEAN SIMS ABUSE YOU. WHEN YOU SOCIALIZE WITH A MEAN SIM, WATCH THE ACTIVITY QUEUE IN THE UPPER-LEFT CORNER OF THE SCREEN. IF HIS OR HER HEAD POPS UP ON YOUR TASK LIST (WITHOUT YOU INITIATING IT), THE MEAN SIM MAY PLAN TO TEASE OR INSULT YOU. PRESS ▲ TO CANCEL THE UNWANTED TASK FROM YOUR QUEUE. AFTER DIFFUSING THE THREAT, ENGAGE THE SIM IN SIMPLE TALKING, OR MOVE YOUR SIM INTO A GROUP ACTIVITY (POOL TABLE, HOT TUB, POOL, ETC.).
- ✦ UNLESS YOU LIKE BEING THE BAD GUY, DON'T ADVERTISE YOUR ADVANCES TOWARD ONE SIM IF YOU ALREADY HAVE A RELATIONSHIP WITH ANOTHER. SIMS ARE EXTREMELY JEALOUS. YOU CAN MAINTAIN MULTIPLE LOVE RELATIONSHIPS AS LONG AS YOU DON'T FLAUNT THEM IN PUBLIC.



## Room



A Room score crisis is easy to remedy. If you have the money, add more lights and paintings. Also, check the quality of objects in the room and upgrade whenever possible. If your room is jammed with expensive objects, lights, and paintings and your Room score is still low, there must be a mess somewhere. A normally maxed out Room score can slip with just a puddle on the floor. Clean up the mess to restore the Room score to its normal level. If a broken appliance caused the water, fix it or the problem will return.

Scan your house regularly for the following negative Room factors:

- ✦ Dead plants.
- ✦ Cheap objects (especially furniture).
- ✦ Puddles (they can also indicate a bad appliance; when in doubt, click on the item to see if Repair comes up as an option).
- ✦ Dark areas.
- ✦ Empty spots left behind by the repo guy or a thief.

## NOTE

*If a burglar steals objects from your house, he or she will eventually return. Buy one or two burglar alarms so you can reap the reward and insurance settlement when the police catch the thug with the goods.*

## Cheats

While at the main menu, press **[L2]**, **[L1]**, **[R2]**, **[R1]** simultaneously to open the Cheat menu. Type in one of the following commands (you'll need to reopen the Cheat screen after each one). Follow any special instructions included with the cheat.

- ✦ **MIDAS:** This unlocks all multiplayer games, all locked objects, and all locked skins. After inputting the cheat code, you must start a new Get A Life game, then quit to the main menu when you are in the Dream House. This activates the cheats.
- ✦ **FREEALL:** This cheat makes all objects cost 0 Simoleons to buy. We don't recommend staying in FREEALL mode indefinitely, due to unpredictable results. Activate the code, buy a whole bunch of objects, and then deactivate the code (return to the Cheat menu and input the code again, or simply reset your machine). Then, go back to the game, sell your new objects to fill your bank account, and return to your game. You'll have plenty of Simoleons, and the game will be stable.
- ✦ **PARTY M:** Plug this in to unlock The Motel multiplayer game.
- ✦ **SIMS:** This code unlocks the Play The Sims mode without going through the Get A Life Dream House. This is important if you don't have a memory card. Without this cheat you would be required to play through the Dream House every time you start the game to enable Play The Sims mode.



## Introduction

**The Sims includes 29 nonplayer characters that befriend, belittle, and bedazzle your Sim as you conquer the levels of Get a Life, cavort through Play the Sims, or battle a buddy in Multiplayer mode. Every Sim character is unique, and what works with one may fail with another. Study each character's personality, astrological sign, and special interests if you want to build successful relationships. If your zodiac knowledge is rusty, review the Friends and Lovers section for a breakdown of personality traits.**



### BETTY ROOMIES

Tomboy. Tease. Triathlete. Betty takes life by the neck, chokes it, and leaves it gasping for air. Mess with her and she'll mess you up right back, but get on her good side, and she'll be your friend for life. If you're looking for romance, make sure your Body skill is top-notch. Slackers need not apply.

- ✦ *Astrological Sign: Cancer*
- ✦ *Interests: Travel, music*



### CANDY PARTY GIRLS

Some like it rough, and Candy is no sweetie pie. A martial arts major in college, she would not miss her daily kickboxing practice for an empire. She's also one of the smartest and most driven people around. Can you be her match?

- ✦ *Astrological Sign: Aries*
- ✦ *Interests: Travel, politics, outdoors*



### BINGO ROOMIES

Hey, everybody! Meet Bingo! He's the most happenin' dude around! Bingo loves to wear leather pants, dye his hair funny colors, and listen to techno, industrial, hip-hop, or whatever passes for "cool" this week. But with moods as variable as his hair color, Bingo is one Sim you don't want to turn your back on.

- ✦ *Astrological Sign: Taurus*
- ✦ *Interests: Travel, money, weather*



### CARLOS ROOMIES

Carlos looks intimidating, but underneath his harsh exterior, he's really a big softie. Don't let looks fool you. In fact, when you throw your first party, grill him a burger or get him in the hot tub, and he'll gossip. Just don't crack jokes about Mohicans....He's already heard them all.

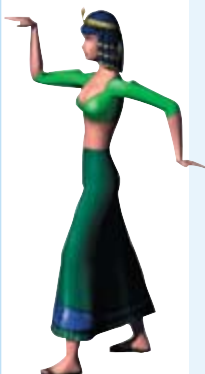
- ✦ *Astrological Sign: Pisces*
- ✦ *Interests: Outdoors, politics*



### BOBO THE BUM

An ex-street musician, ex-pet walker, ex-windshield cleaner, ex-disabled, ex-blind, and the nicest guy in town, Bobo has been down on his luck these days. Help him survive these harsh times and he'll double your investment!

- ✦ *Astrological Sign: Aquarius*
- ✦ *Interests: Money, politics, sports*



### CHANTAL CHEEKY

Chantal is known in the neighborhood as "Charles' better half." Unlike her often boorish and immature mate, Chantal is a cultured, articulate, and educated Sim who dabbles in Egyptology and designs her own jewelry. How and why she and Charles got together is anyone's guess.

- ✦ *Astrological Sign: Pisces*
- ✦ *Interests: Money, politics, sports*





## CHARLES CHEEKY

With his cowboy hat, surfer shorts, and sports coat, Charles Cheeky is anything but traditional. Known for being "too friendly," Charles likes to live fast and hard, and you can always count on him to make a party more interesting. Just don't get on his bad side.

- + *Astrological Sign: Libra*
- + *Interests: The 60s, weather, sports*



## FREDDY FOOFARAW

Freddy Foofaraw gets a lot of flak over his sense of fashion. Sporting the "classic mullet" hairdo with a flat top and a long mane in back, Freddy claims this keeps the hair out of eyes during hockey games, while still allowing him to "express himself." Rock on Freddy....Rock on!

- + *Astrological Sign: Taurus*
- + *Interests: Weather, politics*



## DEBBIE PARTY GIRLS

With her pink skirt, pink top, pink shoes, and gorgeous body, Debbie's a doll, and she knows it. A prom queen in high school, she'll spice up your parties as she shows how well she remembers her cheer-leading moves. Be warned, though; Debbie is a material girl, so climb up that career ladder if you want a chance with her.

- + *Astrological Sign: Capricorn*
- + *Interests: Weather, outdoors*



## GINGER PARTY GIRLS

Curious and open-minded, Ginger has been there, done it, and seen it, but never seems to get enough. Surprise her, and she'll be your best and most interesting friend. Surprise her even more, and you might be in for the ride of your life!

- + *Astrological Sign: Libra*
- + *Interests: Travel, politics, music*



## DUDLEY LANDGRABB

Meet Dudley Landgrabb—slacker extraordinaire. Dudley's life is filled with clubbing, pool parties, relaxing in style, and avoiding anything resembling work at all costs. Though his existence is empty, his address book is not, making him an ideal roommate for hip parties. Just keep him away from Mom; she detests him.

- + *Astrological Sign: Cancer*
- + *Interests: Music, travel*



## LAYLA ROOMIES

Layla is definitely more of the adventurous type. Sporting a retro beehive haircut, leather jacket, and fishnet stockings, she cuts a striking pose whether dancing, dining, or dishwashing. Music is her thing, so crank up the stereo and give her a ring!

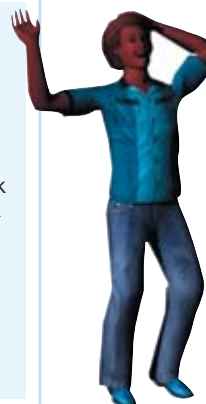
- + *Astrological Sign: Scorpio*
- + *Interests: Money, politics, sports*



## FRAN FOOFARAW

Fran is a girl who likes to go all the way...all the way to your house for a fun party, that is! Active, outgoing, frisky, and fun, Fran is a total Scorpio! Her favorite color is yellow, and she loves to travel, talk about the 60s, and hang out with her hunk Freddy! Once you get her talking, it's hard to make her stop!

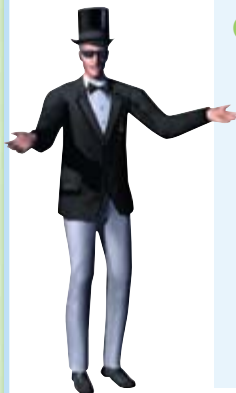
- + *Astrological Sign: Scorpio*
- + *Interests: Money, politics, sports*



## LEON ROOMIES

Leon is a guy who knows how to have a good time. A budding stand-up comic, he's always up for telling and hearing a good joke, playing practical jokes, and doing impersonations of celebrities...or you. Treat him right and he'll be the life of your party! Treat him wrong and you'll be the butt of his uncouth jokes.

- + *Astrological Sign: Virgo*
- + *Interests: The 60s, weather, sports*



### MALCOLM LANDGRABB

Malcolm Landgrabb...the mention of his name can drive real estate values sky high, or to rock bottom. Now semi-retired from the real estate biz, Malcolm still keeps busy with the occasional renovation project, fundraising event, and tax shelter scheme. He's got one eye on his property and one eye on Mom!

- ✦ *Astrological Sign: Leo*
- ✦ *Interests: Politics, money, outdoors*



### MAY PARTY GIRLS

Meet May, the ultimate party girl! She loves her favorite DJs, so play good music and she'll dance the night away. Play music not to her taste, and she'll flee your living room to go and relax in the hot tub. Hmm...maybe it's time to ask Mom for a couple of her old scratched LPs!

- ✦ *Astrological Sign: Capricorn*
- ✦ *Interests: Money, politics, music*



### MIMI LANDGRABB

Me, me, me...Mimi! It seems the Landgrabb clan is full of "interesting" characters, and Mimi is no exception. Spoiled beyond belief, Mimi has developed an aversion to chores, an affection for obnoxious parties, and an affected bohemian lifestyle. But like her brother Dudley, she knows all the "cool" people. Use her as your stepping-stone.

- ✦ *Astrological Sign: Cancer*
- ✦ *Interests: Money, travel, weather*



### MOM

Good old Mom! Mom is full of unconditional support. She is always there for you. Always supportive. Always trying to guide you, to show you the way, to control you. Except now the tables are turned, and you can control Mom. And you know what's better? You can get her money, too. Good old Mom!

- ✦ *Astrological Sign: Aquarius*
- ✦ *Interests: Music, outdoors, money*



### PAMELA PARTY GIRLS

A passionate ecologist, some call Pamela a tree hugger. But don't let her shy demeanor fool you. Behind those bohemian outfits hides a woman with brains and a repartee that only a few can handle. And you'd better sell that gas-guzzling SUV of yours for a tandem bicycle if you ever think of bringing her on a date.

- ✦ *Astrological Sign: Pisces*
- ✦ *Interests: Travel, the 60s, sports*



### PAULINE PEACOCK

Rescued from an unbearable life of drudgery and boredom by her loving husband, Pierre, Pauline accompanied him to SimCity, where they started their fashion business. She's never too busy to stop by for a friendly visit. In style with a smile, Pauline is the friendliest neighbor by a mile!

- ✦ *Astrological Sign: Scorpio*
- ✦ *Interests: Sports, money, politics*



### PETER PARTY GUYS

His mum always said he was playing too many video games. Now a grown-up cutie, Peter still spends most of his days hooked on his computer. It might be up to you to succeed where his mother failed and show him what life is really about.

- ✦ *Astrological Sign: Sagittarius*
- ✦ *Interests: Travel, money, weather*



### PIERRE PEACOCK

Pants. Pierre is all about the pants. It takes a special kind of Sim to wear striped hip-huggers, and Pierre is that special kind of guy. Bringing French haute couture to the neighborhood, Pierre is fond of impromptu visits, fine food, and witty conversation. Get to know him....Get to know his pants.

- ✦ *Astrological Sign: Leo*
- ✦ *Interests: Travel, music*



## RANDY PARTY GUYS

Every summer, while you were stuck in the Dullsword resort with Mom and her friends, Randy was hiking on glaciers in the Simalayans, exploring the Simazonian forest, or scuba diving along the great Simsian reef. Recently back to Sim City after a six-month-long bike ride through the Simaharian desert, Randy might finally need a rest...in your arms!

- + *Astrological Sign: Capricorn*
- + *Interests: Travel, music*



## WOODY PARTY GUYS

A great addition to anyone's party, Woody loves everyone, and everyone loves Woody...as long as he doesn't talk too much about his passion for golden age alien movies! But will he be as good a boyfriend as he is a friend?

- + *Astrological Sign: Aquarius*
- + *Interests: The 60s, weather, sports*



## ROD PARTY GUYS

A man of the great outdoors, his buddies call him "the hunter," and his lovers call him "the rider." Deep inside, Rod is a misunderstood romantic in search of true love. Will you be his companion on the long road to happiness?

- + *Astrological Sign: Scorpio*
- + *Interests: Travel, the 60s, sports*



## ZARA ROOMIES

Zara can be summed up in one word: *hot*. Her tight red dress is hot. Her luxuriant tresses conjure images of an ancient love goddess, and her big brown eyes have seen it all. So whether you're looking for a friend or a night that won't end, you're looking for Zara!

- + *Astrological Sign: Aries*
- + *Interests: Travel, the 60s, sports*



## THERESA THIMBLEWIT

When you're talking about "New Modern" dance, you're talking about Theresa Thimblewit. Influenced by dances she studied while globetrotting in the Far East, she returned to Sim City to create what is known as the "New Modern" dance movement. Characterized by flitting about, stepping on people's toes, and periodically screeching, her dances are interesting.

- + *Astrological Sign: Libra*
- + *Interests: Money, politics, sports*



## ZIGGY PARTY GUYS

Despite his misleadingly conservative clothing style, Ziggy "All That Jazz" Party Guys, a dedicated at-home ragtime pianist, is a party guy! So make your home a noisy hall where there's a nightly brawl, and you might have a chance with Ziggy!

- + *Astrological Sign: Pisces*
- + *Interests: Money, politics, sports*



## THOMAS THIMBLEWIT

World traveler. Dandy. Sportsman. All these things describe the irrepressible Thomas Thimblewit. As he always says, "I'm just a satirist." One has to wonder if his fashion sense, always on the cutting edge, is high culture, high comedy, or just high indulgence.

- + *Astrological Sign: Leo*
- + *Interests: Music, travel*





## MONEY From MOM



### GOALS

- ✦ BORROW 800 SIMOLEONS FROM MOM SO YOU CAN MOVE OUT.
- ✦ MAKE DINNER WITHOUT STARTING A FIRE.
- ✦ FIX THE TV.
- ✦ PAY THE BILLS (AFTER 3 DAYS).
- ✦ MAINTAIN HOUSE VALUE.
- ✦ GET A JOB (CAN ONLY BE ACCOMPLISHED AFTER OTHER OBJECTIVES ARE COMPLETED).

### UNLOCKS

- ✦ AROMA MACHINE: WHEN YOU COOK YOUR FIRST SUCCESSFUL DINNER.
- ✦ VANITY MIRROR: FIX THE TV.
- ✦ TREADMILL: GET YOUR FIRST JOB.
- ✦ THE MUSEUM (2-PLAYER GAME): BORROW 800 SIMOLEONS FROM MOM.
- ✦ BEEJAPHONE ELECTRIC GUITAR: GET THROUGH THE HOUSE IN 24 HOURS OR LESS.



After a brief Dream House sequence in the hot tub with either Roxy or Randy, you arrive at Mom's house, where your life as a Sim begins. Forget about hot tub fantasies for now. You share a one-room bungalow with Mom, have 200 Simoleons in the bank, and are unemployed. You can boost your bank account right away by asking Mom for some money. She is in a good mood at the beginning of the game, so don't be shy.



As the game begins, the TV blows up when Mom tunes in her favorite show. She is not happy about the broken TV, and as a dutiful Sim-child, your first urge will be to fix it. But instead of tinkering with the TV, go to the bookcase and study Cooking. Mom can live without the tube for a while, but until you learn to cook without burning the house down, everyone will go hungry.

### TIP

*Mom will not prepare a meal until your Sim acquires the aforementioned cooking skills and creates a successful hot meal. After you prove your abilities in the kitchen, put Mom to work preparing meals, thus freeing your Sim to pursue other critical activities like watching TV and feeding the fish.*



Fixing the TV is next on the agenda. Go to the bookcase and study Mechanical. After earning two points, repair the TV so Mom can watch her favorite soaps. Don't fix the TV before earning at least two points, or your Sim will be electrocuted.

### NOTE

*Your Sim's motives are high at the beginning of the game, so you can study Cooking and Mechanical in rapid succession. However, as your Sim's motives rise and fall, future study sessions may be cut short due to hunger, a full bladder, or various combinations of low motives.*

# Money From Mom



A compliment goes a long way toward filling your wallet. Give Mom some strokes, then ask her for cash. Repeat this cycle two or three times if she is in a good mood. When you and Mom get along famously (Relationship score in the high 90s), you'll have more choices for social interaction, including Hug, Entertain, and Dance. Line up all of the above, and slip a Borrow in between each one. Mom will laugh, dance, and fork over money like a broken ATM machine.



## NOTE

*You keep every Simoleon your Sim borrows from Mom, so don't be bashful about asking for money. Get as much as you can before leaving the house.*



Try to get Mom and your Sim on the same sleep schedule. Although your Sim doesn't mind sharing the mattress with Mom, it is better to buy a second bed so there are no sack time scuffles. To achieve restful sleep, turn off the noisy electronics (stereo and TV) and check your Sim's bladder before slipping under the covers.

## TIP

*When Mom and your Sim are both asleep, time speeds up to the maximum pace. If you press **R1** during this time, the speed slows down. Only use **R1** to accelerate time when either Mom or your Sim is awake.*



Combine activities whenever possible, to pump up more than one motive. For example, sharing a meal with Mom and engaging in stimulating conversation will boost your Relationship score, as well as raise the Social and Hunger motives.



Never waste a good mood. When your Sim is at least 50 percent in the green on all motives, head for the bookcase to study Mechanical or Cooking, or buy other items that will further your Sim's career training (such as mirrors for Charisma, an exercise bench for Body, or an easel for Creative). For a complete list of Career training, see 9 to 5: Climbing the Career Ladder.

## TIP

*There is no limit to the amount of time you can spend in the Money from Mom house (as long as you do not get a job). Satisfy all of the other objectives, then focus on improving your Sim's Career skills. When you max out all of the Career categories, get a job and move up to the Reality Bites house. With all of your skills maxed out, you can concentrate on making friends, which is critical to achieving upper-level promotions.*



Mom borders on belligerent when it comes to cleaning. She doesn't do floors, toilets, or dishes; taking out the garbage is out of the question, and she is happy to let the newspapers decompose on the lawn. To keep Mom happy, which has a bearing on her willingness to loan your Sim money, you must keep the house clean. This includes clearing dirty dishes, mopping spills in the bathroom, scrubbing tubs and toilets, and recycling newspapers. Mom won't even clean up after herself when she widdles on the floor. Unfortunately, you can't purchase Depends on the Buy menu, so be prepared to wield your mop when Mom has an accident.





You can also sell objects to quickly reach, or exceed the required \$800 (at \$3500 the Grandfather Clock is the most expensive object in the house). It's perfectly acceptable to turn Mom's precious belongings into Simoleons. However, you must maintain the original house value of \$23,660. If you sell Mom's stuff, she will deduct the value from your bank account, so that her house is worth the same as when you first arrived. If you blow all your Simoleons and Mom can't recoup her losses, you'll have to stick around long enough to fill your bank account, or buy new items to pump up the value of the house to its original level.

**TOP**

*Answer the phone whenever possible, because you may receive an unexpected windfall, like a computer error at the bank or the sale of a hand-crafted item. Mom can also answer the phone, so select the character who is closest, because the phone stops ringing if you don't pick up quickly.*



Spend enough time socializing with Mom so she will be a bona fide friend when you move out of the house. Later, when you get serious about a career, Mom will count as a friend when you vie for promotions.



The last objective is to get a job for your Sim, but this ends the level and sends you to the Reality Bites house. If your plan is to stay at home a little longer and improve your Sim's job skills, buy Mom a KraftKing woodworking table and put her to work whittling gnomes. At first, each finished gnome brings in only \$2. But as Mom becomes a more skilled whittler, she cranks out gnomes in record time, and the selling price increases to \$80+. While your Sim eats, watches TV, and reads books, Mom's home business can easily take in \$600-700 per day! Just make sure you give Mom a day off now and then or she'll refuse to work.

**CAUTION!**

**Mom's mood deteriorates rapidly when she spends too many hours on the KraftKing, so give her some TV time off for good behavior.**



When you've had enough of Mom and her gnomes, grab a newspaper and look for a job. After settling with Mom (you need to pay her back for all the things you sold when she wasn't looking), you are on your way to an independent life. But, things aren't as rosy as they seem. After all...Reality Bites!.





# REALITY Bites



## GOALS

- + CLEAN UP THE PLACE.
- + FIX THE BROKEN STUFF.
- + UPGRADE YOUR ABODE WHEN YOU GO TO BUY MODE (INCREASE HOUSE VALUE FROM \$34,561 TO \$35,711).
- + GET PROMOTED TO CAREER LEVEL 2.
- + GET PROMOTED TO CAREER LEVEL 3.
- + COMPLETE ALL GOALS SO YOU CAN MOVE OUT.



## UNLOCKS

- + ICE CHEST: GET PROMOTED TO CAREER LEVEL 2
- + TEPPANYAKI TABLE: GET PROMOTED TO CAREER LEVEL 3.
- + BUG ZAPPER: INCREASE HOUSE VALUE FROM \$34,561 TO \$35,711.
- + THE FRAT HOUSE (THE POPULARITY CONTEST) TWO-PLAYER GAME: WHEN DUDLEY OR MIMI INVITES THE PLAYER'S SIM TO MOVE IN WITH THEM (AFTER ALL REALITY BITES GOALS ARE SATISFIED).
- + REPAIRMAN: FIX ALL BROKEN OBJECTS.
- + MAID: CLEAN UP ALL THE MESSSES.
- + COAT OF ARMS: GET THROUGH THE HOUSE IN FOUR DAYS OR LESS.



## HIDDEN SKINS

- + PAULINE PEACOCK: MAKE FRIENDS WITH PAULINE TO UNLOCK HER PURPLE SKIRT WITH THE SPLIT SIDES.
- + PIERRE PEACOCK: MAKE FRIENDS WITH PIERRE TO UNLOCK HIS PURPLE STRIPED HIP HUGGERS WITH THE SPLIT SIDES.



Well, you finally got it together and moved out of Mom's house to a place all your own. Dudley Landgrabb (Mimi Landgrabb if your Sim is female) meets you to turn over the keys to the house he just finished trashing. You pass the fire-fighters on the way into your smoldering new digs. Dudley thinks you're cool, and entices you with the possibility of moving in with him down the road, *if you can clean up the mess and fix all the broken objects*. Look on the bright side; the rent's free!



First, clean up the considerable amount of garbage strewn around the house. Target every puddle and pile; the house must be spotless to unlock maid service. You'll be too busy advancing your Sim's career to worry about clearing dirty dishes, so hire a maid as soon as possible. Don't forget the ashes on the kitchen floor.

**TIP**

*While cleaning up the puddles in the bathroom, unclog the toilet. The clog will not prevent you from unlocking maid service, but it won't help your Sim's mood. Likewise, clean the aquarium so it doesn't detract from the Room score.*



While you're cleaning, keep an eye on the front door. Mom and the Peacock family come by, and you should greet them on their first visit. Although your first two promotions do not require additional friends, you'll need them soon enough, so start building relationships now.

### NOTE

*The car pool leaves one hour after it arrives, so don't dawdle. It is easy to underestimate the time required to get your Sim ready for work. If you want to squeeze in a little fun time, along with breakfast and hygiene, get up at least two hours before the car pool arrives.*



You're a working Sim now, so don't forget about the car pool schedule. Get to bed early enough so your Sim wakes up feeling rested. Although you don't want to send your Sim off to work with a full bladder or empty stomach, it is more important to monitor the Fun motive. If your Sim is in a bad mood, promotions are impossible. A fun activity the evening before carries over to the morning. If you wake up early enough, you can also boost the Fun motive in the morning with a little computer game time or a quick game of hoops.

### TIP

*If you miss the car pool, take advantage of the free day to improve your Career and motive scores, or work on your relationships. Don't miss two days in a row or your Sim will get a pink slip.*



Stack up a few tasks for your Sim while he or she is at work. With nothing on the agenda, your Sim will stand in the street until you issue a command, so plan ahead.



If you haven't done so already, fix the broken objects (espresso machine, TV, and computer) to unlock the repairman. Mom is hooked on caffeine and will gravitate to the espresso machine in the kitchen. When she is in the house you have a better chance of sharing a meal, conversation, or some TV time.



Dudley Landgrabb comes by periodically to remind you of your goals. Don't try to make friends with him; he will not warm up until you fulfill all of the objectives.





If you took advantage of your time with Mom, your Sim should have advanced Career skills in at least a few areas. Check the requirements for your career path (see 9 to 5: Climbing the Career Ladder for promotion requirements) and practice the related skills. The Reality Bites house is equipped with a bookcase (Cooking and Mechanical), treadmill (Body), and easel (Charisma). If your career requires Logic skill, purchase a chessboard.



When multiple guests arrive, work quickly, greeting each Sim and making everyone feel comfortable. But even the best host runs into problems now and then. A misplaced comment or an ill-timed tickle can turn the guests against each other despite your best efforts. When the slapping subsides, quickly mend the damage to salvage your Relationship scores.



Until you fix the computer and TV, the stereo is the only Fun object in Reality Bites. Even with all of the electronics working, you might want to add the basketball hoop. It satisfies the Fun motive faster, and at \$650 it is relatively inexpensive.

## NOTE

*As in all of the Get A Life levels, you can stay as long as you like in Reality Bites, just as long as you don't satisfy the final objective (usually, the promotion from level 2 to 3).*



If the necessary Career points are in place, and your Sim arrives at work in a good mood, the promotion to level 3 is in the bag. After returning home with your new position and pay raise, Dudley Landgrabb shows up. Your Sim hops in Landgrabb's sports car and zooms off to fun and adventure in the Party Animals House.







## GOALS

- ✦ THROW A RAGING PARTY.
- ✦ UPGRADE YOUR ABODE WHEN YOU GO TO BUY MODE (INCREASE HOUSE VALUE FROM \$53,180 TO \$54,680).
- ✦ GET PROMOTED TO CAREER LEVEL 4.
- ✦ GET PROMOTED TO CAREER LEVEL 5.
- ✦ THROW A PARTY, MAKE FRIENDS WITH A GUEST, THEN USE ASK TO BE ROOMMATE TO MOVE OUT AND END THE LEVEL.



## UNLOCKS

- ✦ STRIP POKER TABLE: PROMOTION TO CAREER LEVEL 4.
- ✦ MASTER SUITE TUB: PROMOTION TO CAREER LEVEL 5.
- ✦ TREE SWING: INCREASE HOUSE VALUE FROM \$53,180 TO \$54,680.
- ✦ THE MOTEL (BASH N' SMASH) TWO-PLAYER GAME: THROW A RAGING PARTY.
- ✦ THE PARK (BEGGAR'S BANQUET): GREET AND FEED BOBO THE BUM.
- ✦ HEAD IN CURIO JAR: GET THROUGH THE HOUSE IN EIGHT DAYS OR FEWER.



## HIDDEN SKINS

- ✦ DUDLEY: MAKE FRIENDS WITH DUDLEY TO UNLOCK HIS CAMOUFLAGE PANTS.
- ✦ MIMI: MAKE FRIENDS WITH MIMI TO UNLOCK HER "CAT EARS" DOUBLE-PONYTAIL HAIRSTYLE.
- ✦ FRAN FOOFARAW: MAKE FRIENDS WITH FRAN TO UNLOCK HER "CHEERLEADER" PONYTAIL HAIRSTYLE.
- ✦ FREDDY FOOFARAW: MAKE FRIENDS WITH FREDDY AND YOU CAN UNLOCK HIS "MULLET" HAIRSTYLE.
- ✦ ZARA ROOMIES: MAKE FRIENDS WITH ZARA TO UNLOCK HER FLIRTY RED CAMISOLE.
- ✦ BETTY ROOMIES: MAKE FRIENDS WITH BETTY TO UNLOCK HER BACKWARDS BASEBALL CAP.
- ✦ BINGO ROOMIES: MAKE FRIENDS WITH BINGO TO UNLOCK HIS "LIBERTY SPIKES" HAIRCUT.
- ✦ CARLOS ROOMIES: MAKE FRIENDS WITH CARLOS TO UNLOCK HIS "MOHAWK" HAIRSTYLE.
- ✦ LAYLA ROOMIES: MAKE FRIENDS WITH LAYLA TO UNLOCK HER COOL FISHNET STOCKINGS.
- ✦ LEON ROOMIES: MAKE FRIENDS WITH LEON TO UNLOCK HIS BOWLING SHIRT.



We've all been there—stuck with a useless roommate whose greatest talent is emptying the refrigerator. Actually, Dudley has one redeeming talent; he makes great burgers. He won't do anything else to help around the house, so keep him at the grill as much as possible.



In the early stages of this level, it can be difficult to keep your Sim's Fun score above water. Between working, eating, bathing, emptying your bladder, and sleeping, there just aren't enough hours in the day for chilling. If your Sim's Hunger score is at or near 50 percent, lock into a leisure activity for an hour or more until the Fun score is respectable. Your Sim can miss a meal now and then, but without a high Fun score, promotions are impossible.



Start working on your Career skills as soon as possible. You must achieve both promotions (levels 4 and 5) before you can look for a roommate.



It's OK to stay up late for the first few nights as you settle into your new routine. Getting ready for bed is easier now, because you have a private bedroom. There is no need to turn off the stereo or TV, because once you close the door, all is quiet. Your Sim will sleep through most motive deficiencies until morning, except for Bladder. Be sure to go *before* you jump into bed.



When Dudley rolls in from his night shift at 3 a.m., let him decompress a little, then send him around back to the grill. He'll cook a platter of burgers that will be waiting for your Sim when he or she arises. This saves time in the morning when you're getting ready for work. Instead of cooking, you can pump up your Fun rating with some play time.

## TIP

We recommend taking a day off from work right away. This allows you to regulate your Sim's schedule and begin preparations for your first party. Just don't miss two days in a row or you'll lose your job and the game will be over!



Although Dudley is a pill, spend some time building your Relationship score, especially if you've chosen one of the careers that requires two friends for the level 5 promotion (Mom should still like you, so keeping Dudley in the fold gives you two solid friends). Eat together when you can, and take a few moments to talk when your paths cross. You should quickly get your score over 50.

## TIP

Early in the game, Malcolm Landgrabb (Dudley's father) calls to see how things are going. He empathizes with your situation but reminds you that if you can stick it out with Dudley and achieve your objectives, he'll make it worth your while. What he means is, he'll reimburse you for any upgrades you purchase for the house. This can mean several thousand Simoleons in your pocket when you move out with your new roommate.



Here's a way to pad your bank account: Use the FREEALL cheat to set the price of all items to 0. Then go crazy buying all kinds of expensive items, preferably ones that enhance the party atmosphere at your house. When you find a roommate and move out, Malcolm will cut a big check to cover all of your 'expenditures.'





Before throwing your first party, call one or two of the "Roomies" and invite them over. This gives you a chance to build some Relationships away from the frenzied party atmosphere. Don't worry if Dudley joins in; he usually behaves himself (although he seems to be more unpredictable around women). If you took the day off, hit the sack early so you'll be ready for the car pool.



When you increase the value of the house to \$54,680, you unlock the tree swing. This is a great party item, because two people can swing at the same time, building Fun and Relationship scores.



In preparation for your party, we recommend adding a third bathroom. When the house fills with guests who are eating and drinking, the bathroom traffic gets congested, and you could see some embarrassing accidents. A little wood, paint, a sink, and a toilet are well worth the investment to keep your guests dry and happy.



Your first promotion should come quickly, especially if you built up your Career skills in the previous two houses. The extra money comes in handy, and the unlocked strip poker table has all kinds of possibilities.



When your motives are balanced and the house is clean, use Start a Party to invite several guests with one phone call. They arrive en masse. Unlike with a single guest, you don't have to greet them at the door. In fact, you're better off focusing on food preparation, because the party Sims will grab plates as soon as they walk in. Try to engage as many guests as possible, directing them to group activities like dancing, shooting baskets, or sitting in the hot tub.





Aside from plenty of trash on the floor, the only unpleasant side effect of a good party is a visit from the police. They will warn you about the noise, and if you don't break up the party, a \$200 fine is forthcoming. It's not worth your time to greet the policewoman at the door, so just ignore her, stay with your guests, and pay the fine.



Getting up early for work after a late party is no picnic, and your Sim reminds you of this when you issue a wakeup call. Your Sim will tire early the next night, so plan on getting to bed by 9 p.m. If you stay up too late, your Sim will collapse on the floor sound asleep.



A busy work and party schedule takes a heavy toll on household appliances. Try to fix broken objects quickly to avoid detracting from the Room score. Time is tight, so you are better off spending \$50 for a repairman rather than fixing an item yourself.

**TIP**

*Dudley depends on caffeine to stay awake for his night shift, so make sure you fix the espresso machine pronto!*



After taking a few meals with good old Dudley, you'll boost your Relationship score to 50 and unlock Dudley's camouflage pants.



You may need to invest in a few "toys" to help boost your parties to "raging" status. An extra hot tub gives you the best returns, because with two tubs going, you can keep eight Sims happy. Other ideas are the tree swing, beverage bar, or, if you're rolling in Simoleons, the teppanyaki table.

**TIP**

*If you're short on Simoleons, try adding some extra chairs. Also, make sure the dining table is free of dirty plates. Your Sim guests will be much happier if they can sit and eat.*

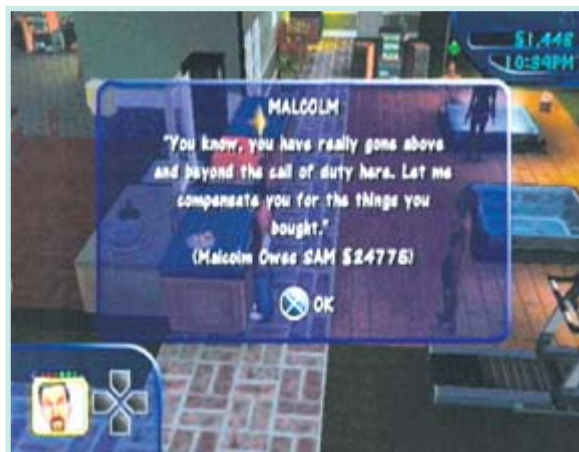




Fulfilling the final requirement for the Party Animals house is the toughest. You must organize a party, get it to "raging" status (everyone is in a good mood), and then ask your prospective roommate if he or she would like to move in with you. However, even if everything appears to be in place, the Sim guest may still say no. This is usually because your Sim's mood is low. The best way to avoid disappointment is to give your Sim a day off and devote it to pumping up your motives. This allows you to concentrate on your guests without worrying about your Sim's state of mind.

**TIP**

*You can increase your chances for success by inviting your prospective roommate to the house the night before the party. Spend the entire evening talking, complimenting, and otherwise schmoozing with your guest. Don't let him or her leave until your Relationship score is at 100. If your party is decent, you are guaranteed to hit the jackpot.*



After your roommate agrees, you seal it with a hug and look forward to taking your parties to another level. Even better, Malcolm Landgrabb calls to tell you about your bonus for putting up with his derelict son. It's time to pack your bags and head for Hot to Trot!





# HOT Jo TROT



## GOALS

- + THROW A RAGING PARTY.
- + UPGRADE YOUR ABODE WHEN YOU GO TO BUY MODE (INCREASE HOUSE VALUE FROM \$46,050 TO \$48,050).
- + GET PROMOTED TO CAREER LEVEL 6.
- + GET PROMOTED TO CAREER LEVEL 7.
- + TRY TO "SCORE" WITH A PARTY GUEST.



## UNLOCKS

- + SONIC SHOWER: PROMOTION TO CAREER LEVEL 6.
- + CARVING BLOCK: PROMOTION TO CAREER LEVEL 7.
- + LOVE BED: INCREASE HOUSE VALUE FROM \$46,050 TO \$48,050.
- + CLUB ABHI AND TAYLOR'S PLACE (THIEF OF HEARTS) TWO-PLAYER GAMES: THROW A RAGING PARTY.
- + THE PARK (BEGGAR'S BANQUET): GREET AND FEED BOBO THE BUM.
- + WURL N' HURL JUKEBOX: GET THROUGH THE HOUSE IN EIGHT DAYS OR FEWER.



## HIDDEN SKINS

- + THOMAS THIMBLEWIT: MAKE FRIENDS WITH THOMAS TO UNLOCK HIS TOP HAT.
- + THERESA THIMBLEWIT: MAKE FRIENDS WITH THERESA TO UNLOCK HER GEISHA HAIRSTYLE.
- + PAMELA PARTY GIRLS: MAKE FRIENDS WITH PAMELA TO UNLOCK HER DYED-ENDS HAIRSTYLE.
- + GINGER PARTY GIRLS: MAKE FRIENDS WITH GINGER TO UNLOCK HER COOL CAT-EYE SUNGLASSES.
- + DEBBIE PARTY GIRLS: MAKE FRIENDS WITH DEBBIE TO UNLOCK HER ETHNIC "GENIE" BLOUSE.
- + CANDY PARTY GIRLS: MAKE FRIENDS WITH CANDY TO UNLOCK HER EXOTIC TIGER-STRIPED SKIRT.
- + MAY PARTY GIRLS: MAKE FRIENDS WITH MAY TO UNLOCK HER BELL-BOTTOM HIPPIE JEANS.
- + ROD PARTY GUYS: MAKE FRIENDS WITH ROD TO UNLOCK HIS STUDLY COWBOY SHIRT.
- + PETER PARTY GUYS: MAKE FRIENDS WITH PETER TO UNLOCK HIS STYLIN' STRIPED SWEATER.
- + RANDY PARTY GUYS: MAKE FRIENDS WITH RANDY TO UNLOCK HIS FLASHY GOLD-RIMMED SUNGLASSES.
- + WOODY PARTY GUYS: MAKE FRIENDS WITH WOODY TO UNLOCK HIS "EXTREME" ORANGE LIGHTNING BOLT SHADES.
- + ZIGGY PARTY GUYS: MAKE FRIENDS WITH ZIGGY TO UNLOCK HIS ULTRA-STYLIN' CORNROWS HAIRSTYLE.

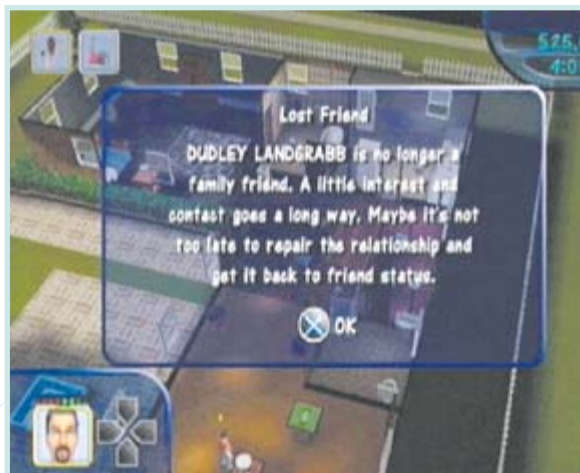


Upon entering the Hot to Trot house, take advantage of your Sim's high mood and go to work improving your Career skills for the next promotion. You may need to purchase an object for advancing certain skills, such as the treadmill for improving your Sim's Body score.

TOP

*Don't forget to re-hire the maid and gardener (you must do this at the beginning of each level). The house gets dirty quickly, and there is no time to keep it clean. The gardener will keep the landscaping looking fresh, which is important to your guests.*





Pay attention to reminders that you have lost a friend. This will happen early in Hot to Trot, when you are focusing on Career skills. Don't let your Friendship scores drop too low, or it will take a serious effort to restore them. If you respond quickly to the first reminder, you can bring the score back over 50 with a quick phone call.



Invite at least one friend over on the first night to improve your relationships. The Friendship requirements go up as you advance to the upper levels of your career.



Direct your unemployed roommate to study Cooking so he or she can handle the kitchen duties. This comes in handy when hosting a party. Your current roommate will also clear dirty dishes and mop up spills, so assign household chores.



*You can improve the quality of your food by upgrading the kitchen. Sell your appliances and buy a better stove and refrigerator, new countertops, and even an upgraded trash compactor.*



When you satisfy the home improvement goal, Malcolm Landgrabb phones your Sim and says, "Party on!"



As your schedule becomes more compressed, it's difficult to squeeze in fun time for your Sims. Aside from the very expensive Meet Marco computer system, a pair of virtual reality glasses provides your best return on investment. Even a few minutes with the glasses will boost a sagging Fun score.



After earning a promotion to career level 6, you unlock the sonic shower. This is a "must buy" for a busy Sim house. The sonic shower boosts Hygiene scores faster than a regular shower, and it looks very cool.



Watch for Bobo the Bum, who strolls by the house. He won't ring the bell, so you need to go out and greet him. Invite him inside for some food to unlock The Park (two-player game).



Throw a "raging" party to unlock Club Abhi and Taylor's Place (two-player games). Get your guests into the hot tub as soon as possible while your roommate slaves away on the grill (party guests love to eat, especially after a long soak). Mingle with your guests and dance all night to spread good cheer.



Your Sim will have additional Career skill and Friendship score requirements for level 7. As your skills improve, invite over a new guest for quality time. Look for activities you can do together, such as soaking in the hot tub or relaxing on the tree swing.

## CAUTION!



**If you buy a treadmill for improving your Body score, take it slowly, especially when you first start working out. If you go too fast, your Sim will spin off the treadmill. Hitting the pavement does little for your Sim's mood, and you won't be able to convince him or her to get back on it for a while. An exercise bench is a better choice for improving Body score.**



A strip poker game is always fun—especially if you win!



Don't let your guests wander too close to the bug zapper. It's fun to watch, but the zapper makes no distinction between a bug and a Sim.





After achieving the level 7 promotion, you must throw a party and "Try to Score" with one of your guests. Don't jump the gun. You need to be in love *before* you ask the question, so set the stage by inviting your guest over for some one-on-one time. Take your time, working up from Talk to Flirt and then Hug. A Kiss is risky, even when your relationship score is high; don't be surprised if you walk away kiss-less. When a red heart appears over your boyfriend or girlfriend, "Try to Score."



When you find your true mate, the music plays, and your Sim goes down on bended knee to ask the big question. After a quick change to wedding gown and tuxedo, vows are exchanged and a new Sim union begins.



Before the new couple can leave for their honeymoon, the phone rings, and it's Malcolm Landgrabb. He is very pleased about the improvements you've made to the house, so he cuts a check to cover your expenses, giving you and your sweetheart a nice nest egg. Now, it's time to think about little Sims as you move on to Who Loves Ya Baby!





# WHO Loves YA BABY



## GOALS

- + GET MARRIED (THIS GOAL APPEARS IF THERE IS A DIVORCE).
- + UPGRADE YOUR ABODE WHEN YOU GO TO BUY MODE (INCREASE HOUSE VALUE FROM \$69,404 TO \$73,404).
- + GET PROMOTED TO CAREER LEVEL 8.
- + GET PROMOTED TO CAREER LEVEL 9.
- + TAKE CARE OF THE BABY.
- + KEEP KIDS IN SCHOOL.
- + HAVE TWO BABIES.



## UNLOCKS

- + SAND BOX: RAISE FIRST CHILD FROM BABY.
- + LAWN SPRINKLER: RAISE SECOND CHILD FROM BABY.
- + THE MAID'S HOUSE (MAID'S DAY OFF): GET PROMOTED TO CAREER LEVEL 8.
- + TWO SWIMMING POOLS: GET PROMOTED TO CAREER LEVEL 9.
- + THE PARK (BEGGAR'S BANQUET): GREET AND FEED BOBO THE BUM.
- + BEARSKIN RUG: GET THROUGH THE HOUSE IN EIGHT DAYS OR FEWER.



## HIDDEN SKINS

- + CHARLES CHEEKY: MAKE FRIENDS WITH CHARLES TO UNLOCK HIS CASUAL RED BLAZER.
- + CHANTAL CHEEKY: MAKE FRIENDS WITH CHANTAL TO UNLOCK HER EGYPTIAN HEADRESS.



Before jumping into your new routine as a married couple, take some time to design your house. You must plan, rearrange, and purchase appliances, lighting, sinks, bathroom fixtures, etc. The house is equipped with the basics, but additional items are required for your expanding family. Design an open kitchen and a spacious eating area for your eventual family of four. Two Sim kids fit nicely into the small room (yellow wallpaper), with plenty of space for beds, dresser, bookcase, lights, and toy box.



Children have a way of dominating the toilet area, so expand the bathroom—even add a second toilet. More important than an additional toilet is the traffic flow. With two kids getting ready for school, you can't afford a logjam. Widen the area inside the bathroom so Sims can move aside when someone needs to exit or enter. This is critical when you have multiple guests in the house.

## CAUTION!

**Sim kids cannot use the sonic shower, so install a regular one (or a bathtub).**



Direct your Sim's spouse to learn Cooking right away, because without at least two points, he or she will ignite fires around the stove.



A baby appears automatically after 24 hours; to speed the process, put your Sims in the hot tub. After a very brief underwater cuddle session, a crib appears amidst a shower of dandelions, and the bundle of joy arrives. Let your Sims enjoy their last moments of peace in the hot tub—before the baby incessantly cries.



A Sim baby cries twice in succession. A feeding calms the baby down temporarily, but another crying session requires singing. Playing is not recommended, because it agitates the baby, especially if you do it immediately after feeding. When the baby is finally quiet, you can enjoy a few hours of peace. This is a good time to send an exhausted caregiver to bed.



Assuming you take good care of the baby by not letting it cry for long periods of time, after three days you are rewarded with a bona fide child. The crib disappears and a runny-nosed kid is in its place. No more midnight feedings—and the best part is, you have a baby-sitter for the second infant.

### TOP

*Keep one spouse at home to take care of the first baby. Although the working spouse can help out, it is almost impossible to get up during the night and still maintain high Comfort and Energy scores. If more income is needed, the home spouse can get a job after the second baby, because the first child will be there to provide care. If your need for Simoleons is critical, buy a KraftKing and set your spouse to work making gnomes.*

### NOTE

*Unless you make the baby in the hot tub, a little bundle of joy appears after 24 hours and the crib is placed where the female Sim is standing (this happens at the beginning of the level and again 24 hours after the first baby matures). After the initial feeding and singing sessions, move the crib to the parents' bedroom. If it is the second baby, move the crib into the first child's room.*



# Who Loves Ya Baby



It is very difficult for the working Sim to make enough friends to advance through career levels 8 and 9. However, anyone in the family can make friends, and they are counted toward the Career requirements. Give the nonworking Sim the responsibility of building and maintaining friendships. This is easily accomplished during the day when the house is empty (this depends on the working Sim's schedule).

## NOTE

*Although your Sim's Relationship scores are good indicators of how well you are cultivating friendships, it is how well your friends like your Sim that determines whether or not you are meeting the Career requirement. Shoot for a score well above the minimum of 50 to maintain relationships for the duration of the game.*



Both Sim kids must achieve good grades in school to satisfy the last requirement. However, it is best to keep the first child home to take care of the second baby. Just cancel the school bus task every time you see it. Buy a telescope to aid in home schooling (it has a higher reward rate than the bookcase). The telescope also satisfies the Fun motive. Each day Sim children miss a day of school, they lose a grade, so keep up home studies, or they will be marched off to military school.

## NOTE

*When both Sim kids are in school, the household is hectic. Designate one Sim to do the cooking, and make sure he or she gets up early, so the kids have breakfast waiting for them. If the kids sit down to the table early enough, they will have plenty of time to work on Hygiene, Bladder, and Fun scores. A Sim child must be in a good mood at school, or grades will suffer.*



Sim kids do an amazingly good job of taking care of themselves, as long as you enforce a strict sleep schedule and provide good-quality food. They play well together, and they will even clear dishes and mop floors!



When your family is complete, concentrate on making friends. Talking is the easiest way to build a friendship. Repeated combinations of Talk, Joke, and Compliment will send your score soaring (30-40 points in one evening is not unusual). Be careful not to ignore one guest in favor of another. Move from guest to guest to avoid sending anyone home in a bad mood.



After you get your Relationship scores above 50, use group activities like shooting pool or soaking in the hot tub to maintain strong friendships.



## CAUTION!

With your Sim's spouse making friends, don't allow relationships with the opposite sex to get too high. Keep your interactions to Talk and Joke, and avoid Compliment, Hug, and especially Flirt. Also, don't invite a member of the opposite sex to the house when your Sim is home. Feelings are easily hurt, and you don't want your marriage to end while you are climbing the career ladder.



Although your kids don't count when tallying friends for career requirements, it's nice to connect with your offspring now and then.



With your spouse taking care of family friends, your Sim can spend free time on Career skills. This is very time-consuming, so skip a few days of work each week (never two in a row) to get in some concentrated sessions. The key to productive career training is to make sure your Sim is in a good mood and well-rested before the session starts.

## TIP

If you are close to a skill point and can't bear to send your Sim to bed, a shot of espresso provides enough energy to get over the hump. However, don't expect too much; the cup of espresso only gives a small energy boost.



Don't be afraid to go over the required number of friends for your promotion to level 9. With a cushion, you can lose a friend at the last minute and not have to schmooze with the Sim who dumped you.



The final promotion is oh, so sweet! After arriving back home, Mom drops by to tell you that she is getting married to Malcolm Landgrabb and that you can move your family into Malcolm's old mansion. Speaking of Malcolm, he opens his checkbook once again, reimbursing you for your upgrades.



# The Last SIMOLEON

## GOALS

- + GET PROMOTED TO CAREER LEVEL 10.
- + SEND KIDS TO PREP SCHOOL WITH STRAIGHT A'S (BOTH KIDS MUST HAVE GRADES OF AT LEAST A-, AND YOU MUST HAVE \$1,500 TUITION FOR EACH CHILD).
- + SAVE \$20,000 TO BUY A YACHT FOR EARLY RETIREMENT.
- + THROW ONE GREAT PARTY BEFORE YOU RETIRE! (THE PREVIOUS THREE OBJECTIVES MUST BE MET FIRST; THE AVERAGE MOOD OF YOUR GUESTS MUST BE VERY HIGH FOR A SUCCESSFUL PARTY).
- + HAVE A BABY (THIS OBJECTIVE APPEARS IF YOU LOST ONE OR BOTH KIDS TO MILITARY SCHOOL).

## UNLOCKS

- + MONKEY BUTLER: BOTH CHILDREN EARN STRAIGHT A'S AND GO TO PREP SCHOOL.
- + THE PARK (BEGGAR'S BANQUET): PROMOTION TO CAREER LEVEL 10 (NO REWARD IF THE PARK WAS PREVIOUSLY UNLOCKED).
- + RHINO TROPHY: GET THROUGH THE HOUSE IN EIGHT DAYS OR FEWER.

## HIDDEN SKINS

+ NONE



Malcolm Landgrabb's old mansion is massive, but empty except for a bearskin rug and a few fixtures. There is no need to upgrade this house, so you can sell everything, including the walls and landscaping. The two rugs are expensive. If you're short on Simoleons, sell them immediately. The pool is a high-ticket item, but it is great for entertaining and boosting relationships. If your chosen career requires Body skills, the pool lets you build "washboard abs" while also satisfying the Fun motive.



If you have \$20,000 in the bank, you'll receive notice that your yacht is "available." However, you won't board it until you satisfy the other requirements. For now, concentrate on designing a house with a spacious kitchen and dining area, plenty of bathrooms, adequate lighting, and, of course, the necessary tools for advancing your Sim's career. Don't forget to build enclosed bedrooms, so your Sims are not bothered by blaring stereos or TVs in the living room.

TIP

Keep your account above \$20,000 before throwing your retirement party, so you can go straight to the yacht when you win the game.







Your kids must earn straight A's before you can pack them off to prep school. The kids must attend school, so give them a good breakfast every morning. Make sure you buy a large dining table and allow plenty of room for five chairs (the extra seat comes in handy for parties). If the family eats together in the morning, the kids also receive a Social motive boost before boarding the bus.



Two bathrooms attached to the kids' room speed up the morning routine.

**TIP**

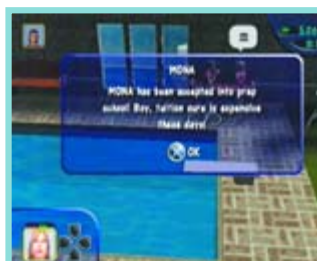
*If your kids' school performances are below par, buy a couple of telescopes so they can boost their grades at home. All they need is one day at school with straight A's and they are off to prep school (as long as you have the tuition money).*



Get started on your Sim's career advancement. We recommend placing the required objects in the bedroom, so you can squeeze in some work in the morning. Your spouse should take on the responsibility of making and keeping friends while your Sim is at work. By now, your Sim's Friendship requirements are high, so keep your spouse in a good mood and ready to play host.



Your friends are always hungry; don't forget to prepare plenty of food before they arrive. After everyone eats, get them into the pool for some fun.



When you receive notification that your kids have been accepted into prep school, they are packed and gone before you can say, "My shuno!" As a bonus, you unlock Meet Major Domo, a monkey butler who does everything from clearing dishes to fixing broken appliances. However, this primate will set you back \$15,000.

**TIP**

*When the kids leave for prep school, they are gone for good, so you can sell everything in their room, including the attached bathroom walls and fixtures. We recommend three bathrooms for easy entertaining, so count your toilets before tearing everything down.*



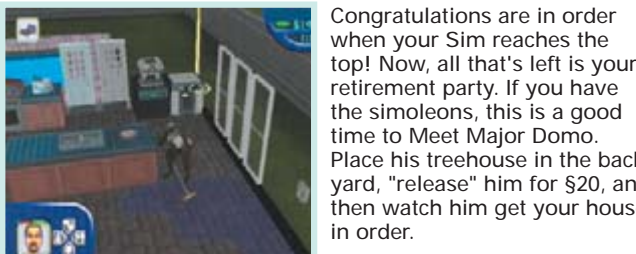
# The Last Simoleon



With the kids out of the way, concentrate on Relationship scores and Career skills. Be careful about fraternizing with members of the opposite sex, especially if your Sim is in the room. If you have one or two friends who are borderline (barely above 50), invite them over separately for some bonding time.



Finish up your final Career requirements and then check your Relationship panel. If you fall below the required number of friends, don't forget about Mom. With your spouse managing the friendships, good old Mom might drop off the A-list. This is a job for your Sim, who already has a core relationship. Have Mom over for a nice dinner, and you're home free.



Congratulations are in order when your Sim reaches the top! Now, all that's left is your retirement party. If you have the simoleons, this is a good time to Meet Major Domo. Place his treehouse in the back yard, "release" him for \$20, and then watch him get your house in order.



After your Sim receives the final promotion, you still need to go to work. If you don't, you will be fired and the game will end—even after the promotion to level 10. Get a good night's sleep, and plan your big bash. In the morning, make plenty of food for the guests (three platters is perfect). Clear the table and counters of dirty plates, turn on the stereo, and then get on the phone to invite your guests. When they arrive, they go straight for the food, which puts them in a collective good mood. Within moments, Malcolm Landgrabb arrives to congratulate you on your retirement.



Now the fun begins. Your Sim is whisked off to the helicopter pad. With Meet Major Domo at the controls, you are deposited on your shiny new yacht, where the party is in progress. Congratulations!



## The MUSEUM (Get Your Bon On)

✦ **HOW IT IS UNLOCKED:** BORROW 800 SIMOLEONS FROM MOM IN MONEY FROM MOM (GET A LIFE).

✦ **OBJECTIVE:** MAKE FRIENDS, THEN TAKE ADVANTAGE OF THEM BY USING THE ASK FOR MONEY INTERACTION.

✦ **WINNING CONDITIONS:** ACCUMULATE MORE SIMOLEONS THAN YOUR OPPONENT IN 10 MINUTES.



This game is all about building relationships. You simply cannot raise money if you harass Sims who don't like you. Begin with a little small talk and then move on to Joke, Dance, and Back Rub. Every Sim in the room is fair game, so don't allow your opponent to move in on a prospective donor.



Don't ask for money until your Relationship score is over 50, or you'll get a backhand instead of Simoleons. You'll get something at 50, but the donation increases as the score approaches 60, so build up your score before popping the question.



The amount of your donation increases steadily up to a Relationship score of 60, but the rate drops dramatically after that. Hence, you are better off moving to another target when your score reaches 60.



When the total is in, the losing Sim is arrested, while the winner changes into formal attire and races to a limousine. It's off to a private island to spend the donors' money!





# The FRAT HOUSE

## (The Popularity Contest)

✦ **HOW IT IS UNLOCKED:** FINISH THE OBJECTIVES IN REALITY BITES (GET A LIFE) AND UNLOCK THE FRAT HOUSE AS DUDLEY OR MIMI DRIVES AWAY WITH YOUR SIM.

✦ **OBJECTIVE:** MAKE FRIENDS QUICKLY, WHILE YOU SPREAD RUMORS AND DESTROY YOUR OPPONENT'S RELATIONSHIPS.

✦ **WINNING CONDITIONS:** BE THE FIRST TO MAKE THREE FRIENDS AT THE PARTY.



After making your first friend, put on your nasty face and use Spread Rumor to damage one of your opponent's friendships. Keep tabs on the split-screen and you can target your opponent's newest friends (their scores are the lowest, so they will change loyalties at the first juicy rumor).



Talking is the easiest and most consistent way to increase your Relationship scores, so target the nearest Sim and start yakking. Line up other targets as you move around the room.



After notching your third friend, the game ends and the winning Sim takes a hot tub break, while the loser cries over her empty life.

# The MOTEL

## (Bash 'n' Smash)

✦ **HOW IT IS UNLOCKED:** ENTER PARTY M ON THE CHEAT MENU SCREEN.

✦ **OBJECTIVE:** KEEP YOUR PARTY GOING LONGER BY KEEPING YOUR GUESTS HAPPIER THAN THE OTHER PLAYER'S GUESTS.

✦ **WINNING CONDITIONS:** THE PLAYER WITH THE GREATER NUMBER OF GUESTS AFTER 10 MINUTES WINS.



When the parties begin, each player controls two Sims, and you must give instructions to both characters to keep your party raging. Moving through the party and paying one-on-one attention to your guests will improve their moods, but this takes time. Start activities that multiple guests can join, like jumping into the hot tub. Some guests enter the hot tub on their own, but you can move things along by asking them to Join.





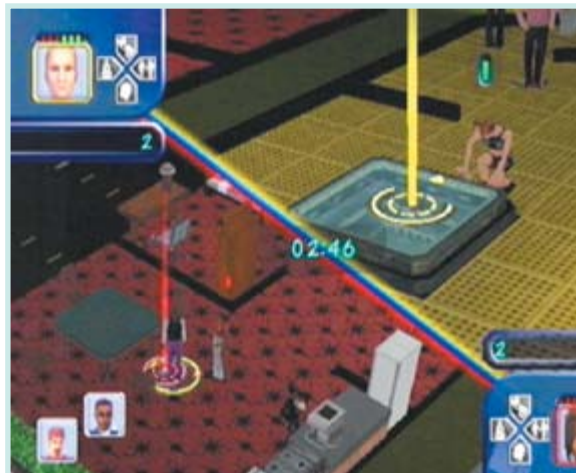
Take a few moments off from playing host and send a guest next door to "crash" your opponent's party. The invading Sim will trash the place, lowering the Room score and bugging out the guests. Check out the Sim pictured here as he destroys the toilet (with someone on it). After surviving the bathroom attack, the Sim returns to his feet in a very bad mood.

**TIP**

*The down side to crashing the other party is that the returning guest comes back in a bad mood. Make sure to target the guest and spend a few moments in superficial conversation to restore his mood.*



If your guests wander too long by themselves, they will leave.



Repair broken objects quickly, or your party will suffer. Don't forget to clean up the resulting mess if a guest trashes the hot tub or toilet (water on the floor).



As time runs out, fill the hot tub to make sure you don't lose guests at the end of the game.



When the game ends, a baboon shows up to give the winning Sim a congratulatory kiss, and then it proceeds to dance with the other guests.

# CLUB ABHI

(Thief of Hearts)

✦ **HOW IT IS UNLOCKED:** THROW THE FIRST RAGER PARTY IN HOT TO TROT (GET A LIFE).

✦ **OBJECTIVE:** FALL IN LOVE (HEART SYMBOL ON THE RELATIONSHIP PANEL) WITH AS MANY FEMALE SIMS AS POSSIBLE.

✦ **WINNING CONDITIONS:** INDUCE MORE FEMALE SIMS TO FALL IN LOVE WITH YOU THAN YOUR OPPONENT DOES IN 10 MINUTES.



It's boys' night out as two wild and crazy Sim guys vie for the affections of a club full of women. The competition is intense, so pick out your first target and start talking. For grins, you can derail your opponent by initiating some boy talk. Your love train comes to a halt at the same time.

## NOTE

*When you court another Sim, begin with Talk or Joke (especially if the receiving Sim is playful). Move on to Compliment and stick with these three until the score tops 40, when it is safe to Dance or Give Gift. Wait until 60 before you ask for a Hug, then try Flirt when you top 70 (don't do it if another lover is in the same room, or you will damage one of the relationships).*

*If things go well after Flirt, ask for a Kiss (to increase your chances of success, wait until your score reaches 80). However, love is unpredictable, so don't be surprised if the object of your affection falls in love with your Sim somewhere between Flirt and Kiss. You'll know you've scored when the happy face turns into a heart on the Relationship panel.*



Don't worry if your Sim finds himself operating right next to your opponent. As long as the two guys don't express interest in each other's dates, the love affairs will proceed without interruption.



Good news, bad news, as Bubba switches ladies in mid-stream. Sam took off for greener pastures, so Bubba is left with his new flame and an old girlfriend. The sparks fly when Debbie announces her love for Bubba, which inspires Marilyn to launch a right hook. Now, Debbie takes off with a sore jaw and mixed feelings about Bubba. When Bubba tries to smooth things over, Debbie announces she is not interested. Bubba must start over and talk his way back into the relationship, away from Marilyn's jealous ears.



After a few minutes, you're surrounded by several ladies who have positive feelings for your character. The challenge is to direct your moves to the right woman, so as not to create another scene.



**TIP**

*Don't wait for a perfect (100) Relationship score to plant a kiss on a potential lover. Although most love relationships eventually grow to 100, you can steal a heart with a rating as low as 80. Don't be afraid to throw kisses.*



When things get crowded inside, escape to the garden and Call Over a potential lover. You'll be smooching in no time.



When the clock runs down, the winning Sim races to the dance floor, where his admirers are taking off their clothes. The other guy looks out of place, but that's the price you pay for being tongue-tied in a room full of eligible women.

## TAYLOR'S PLACE (Thief of Hearts)

- HOW IT IS UNLOCKED: THROW THE FIRST RAGER PARTY IN HOT TO TROT (GET A LIFE).
- OBJECTIVE: FALL IN LOVE (HEART SYMBOL ON THE RELATIONSHIP PANEL) WITH AS MANY MALE SIMS AS POSSIBLE.
- WINNING CONDITIONS: INDUCE MORE MALE SIMS TO FALL IN LOVE WITH YOU THAN YOUR OPPONENT DOES IN 10 MINUTES.



With so many romantic targets, you can spend the first few moments of the game on the closest man. Turning up the heat in your first relationship is easy, as long as you don't move too fast.

**NOTE**

*When you are courting another Sim, begin with Talk or Joke (especially if the receiving Sim is playful). Move on to Compliment, and stick with these three until the score tops 40, when it is safe to Dance or Give Gift. Wait until 60 before asking for a Hug, then try Flirt when you top 70. Don't Flirt if another lover is in the same room, or you'll damage one of the relationships.*

*If things still go well after Flirt, you can ask for a Kiss (to increase your chances of success wait until your score reaches 80). However, love is very unpredictable, so don't be surprised if the object of your affection falls in love with your Sim somewhere between Flirt and Kiss. You've scored when the happy face turns into a heart on the Relationship panel.*





A dance and back rub are clear indications your love vibes are headed in the right direction.



A character can fall out of love with your Sim just as quickly as he falls in love, especially if there is competition in the immediate vicinity. A casual conversation with another man can send your new lover packing. When you run into too many old or current flames, leave the room, pick a new target, and use Call Over so the two of you can have some privacy.



Jealous lovers can get ugly in a hurry, so don't Flirt in a crowded room where it is difficult to keep track of existing lovers. They'll either belt each other while you look on or push you away when you ask for a kiss.



When you aren't working on a relationship, look around the room and steal one of your opponent's sweeties. But be careful; the pendulum of love swings both ways, and you can lose a stolen lover in a heartbeat.

**TIP**

*You don't have to wait for a perfect (100) Relationship score to kiss a potential lover. Although most love relationships grow to 100, you can steal a heart with a rating as low as 85, so throw kisses when your score hits 80.*



Turn up the heat until the clock ticks down to zero. When a love-queen is crowned, all the guys race to the stereo, where they can't wait to get naked and dance the night away. Unfortunately, the loser is the only one with clothes on, and she is understandably depressed at her sudden lack of prospects for the evening.



## The MAID'S HOUSE (Maid's Day Off)

- ✦ **HOW IT IS UNLOCKED:** GET PROMOTED TO CAREER LEVEL 8 IN WHO LOVES YA BABY (GET A LIFE).
- ✦ **OBJECTIVE:** EARN HEARTS FROM THE VISITING MAID BY KEEPING YOUR SIDE OF THE DUPLEX CLEANER AND BY KEEPING THE MAID'S CHILD HAPPIER.
- ✦ **WINNING CONDITIONS:** THE PLAYER WITH THE MOST HEARTS AFTER FOUR VISITS FROM THE HANDYMAN WINS (THE VISITS OCCUR TWO HOURS APART, SO THE GAME LASTS FOR EIGHT SIM HOURS).



The maid is gone, but she'll be back soon to check on her duplex and children, so get busy. There is plenty of trash to pick up. Entertain the maid's child for a few minutes to get your relationship off to a good start.



Zoom out to get a better view of the entire area. This allows you to target the trash and line up a series of tasks for your Sim. Don't forget to put your child to work.



Watch out for random characters that come into your apartment holding garbage. It's difficult to persuade them not to dirty your floor, so be ready to clean up the mess, especially when the maid is coming.



When the maid arrives, you may be surprised when your Sim gets a back rub even though the floor is strewn with garbage. Remember, your area doesn't have to be spotless; it just has to be cleaner than your opponent's. Like the handyman, the maid believes in inspiration by intimidation, and she will eagerly slap around the Sim whose house is dirtier.





# The Maid's House



The maid likes to have her children and their caretakers home when she visits. This can be a problem if your Sim gets caught outside taking out the trash. Your Room score calculation is based only on the amount of garbage *inside* the house. So, to save time, drop the trash bag as soon as you step outside (simply cancel the action). This will get your Sim back inside quickly.

## NOTE

*The maid alternates which side of the duplex she visits first, so if she begins with your side, she'll start with your opponent on the next visit. Hearts are awarded as follows: two hearts if your side is cleaner and the child is happy (Mood score is equal to or greater than 30); one heart if your side is cleaner, but the child's mood is low. Of course, if your side is dirty and the child is bummed, you earn a big zero.*



Watch out for Charles (look for the 10-gallon hat). He loves to stroll through your house and drop trash.



When the maid announces the winner, she joins the lucky man in the hot tub (so much for child care!). Meanwhile, on the other side of the house, the messy Sim is left holding the garbage, while his child is rather indignant. Losing is definitely over-rated.





## The HANDYMAN'S HOUSE

(HANDYMAN'S DAY OFF)

- ✦ HOW IT IS UNLOCKED: GET PROMOTED TO CAREER LEVEL 8 IN WHO LOVES YA BABY (GET LIFE).
- ✦ OBJECTIVE: EARN HEARTS FROM THE VISITING HANDYMAN BY KEEPING YOUR SIDE OF THE DUPLEX CLEANER, AND BY KEEPING THE HANDMAN'S CHILD HAPPIER.
- ✦ THE PLAYER WITH THE MOST HEARTS AFTER 4 VISITS FROM THE HANDYMAN WINS (THE VISITS OCCUR 2 HOURS APART, SO THE GAME LASTS FOR 8 SIM HOURS).



As the game begins, each player occupies one-half of the duplex (yellow or red). The race is on, so don't waste any time in targeting your first pile of garbage.



Put the child to work, especially in the beginning of the game when everyone is in a good mood. Direct your Sim and the child to work in separate areas to prevent a logjam at the trash compactor or garbage can (see the screenshot here).



In addition to cleaning up your own mess, you can race over to your opponent's area and break things, like the toilet or hot tub. Both of these items leak water when they break, saddling your opponent with the dual chore of cleaning up and fixing the object. The best time to go on a road trip is immediately after the handyman visits. Hurry back to your side when you receive notification that the handyman is on the way, because if he finds his child alone, you will not earn a heart, even if your room is cleaner.



Besides your opponent infiltrating your house and breaking things, other messy neighbors occasionally stop by and dump garbage on the floor. They usually dash in and out very quickly, so it is difficult to keep them from littering.



You receive three advance notices of the handyman's visit, at one hour, thirty minutes, and a final heads up when he is just outside the door. After a quick assessment, the handyman either gives your Sim a nice back rub or slaps and berates your character, reducing her to tears.

### NOTE

*The handyman alternates which side of the duplex he visits first, so if he begins with your side, he'll start with your opponent on the next visit. Hearts are awarded as follows: two hearts if your side is cleaner and the child is happy (Mood score is equal to or greater than thirty); or one heart if your side is cleaner but the child's mood is low. Of course, if your side is dirty and the child is bummed, the handyman leaves you heart-less.*

# The Park



With all the cleaning going on, it's easy to forget about emptying the trash. The child can handle this task, but it takes time to walk all the way around to the outside trash can. Make sure the child or your Sim is back inside when the handyman arrives, because he doesn't like to find either of you outside the house.



Talking and making jokes are the best ways to boost the child's mood, but if you're too busy to stop and chat, plop the child down in front of the TV for some absentee child care.



The handyman progresses from back rubs to passionate embraces when your Sim wins the game. But that's only for starters. After giving your Sim a rose, it's into the hot tub for a steamy romp. Meanwhile, your opponent is having a nervous breakdown, while the handyman's child couldn't be less interested.



- ✦ HOW IT IS UNLOCKED: GREET AND GIVE FOOD TO BOBO THE BUM (GET A LIFE) OR GET PROMOTED TO CAREER LEVEL 10 IN THE LAST SIMOLEON (GET A LIFE).
- ✦ OBJECTIVE: ACHIEVE THE HIGHEST HUNGER SCORE AT THE END OF 10 MINUTES.
- ✦ WINNING CONDITIONS: GATHER FOOD BY BEGGING, STEALING, OR COOKING BURGERS ON THE GRILL.



The opposing Sims begin the game standing next to each other in the park. Everyone is fair game and the clock is ticking, so target a character immediately. Begging works best if you have a decent relationship with the "beg-ee," so spend a few moments chatting or telling jokes to endear your Sim to the character you're trying to fleece. If you go straight to begging, you're looking for a face burn.





A joke, a dance, and some small talk will almost always inspire a healthy contribution to your Sim's diet. It takes longer than the time required to grill a batch of burgers, but the payoff is larger, and you get to keep it all. The burgers are fair game to everyone in the park.



You can also steal food from other characters, or even from your opponent (if you time your approach carefully). The best defense is to keep tabs on your opponent at all times.



It's a good idea to stick to Talk, Joke, and Compliment when you first meet someone. As your Relationship score climbs, you can work in Dance and Back Rub.

### NOTE

Your Relationship score must be 50 or higher to successfully beg for food. The amount of food you receive goes up dramatically if your relationship score is over 70—the higher the better.

Stealing food is a game of chance. You have a 70 percent chance of "acquiring" 8 points worth of food. However, if you fail, you lose 16 points.



When the timer reaches zero, the Sim with the highest percentage of Hunger points wins. The loser cries uncontrollably, but it gets much worse—she clutches her stomach, then falls to the ground dead as a stump. The Grim Reaper arrives to dance on the dead Sim's grave, with the other Sim, of course!

